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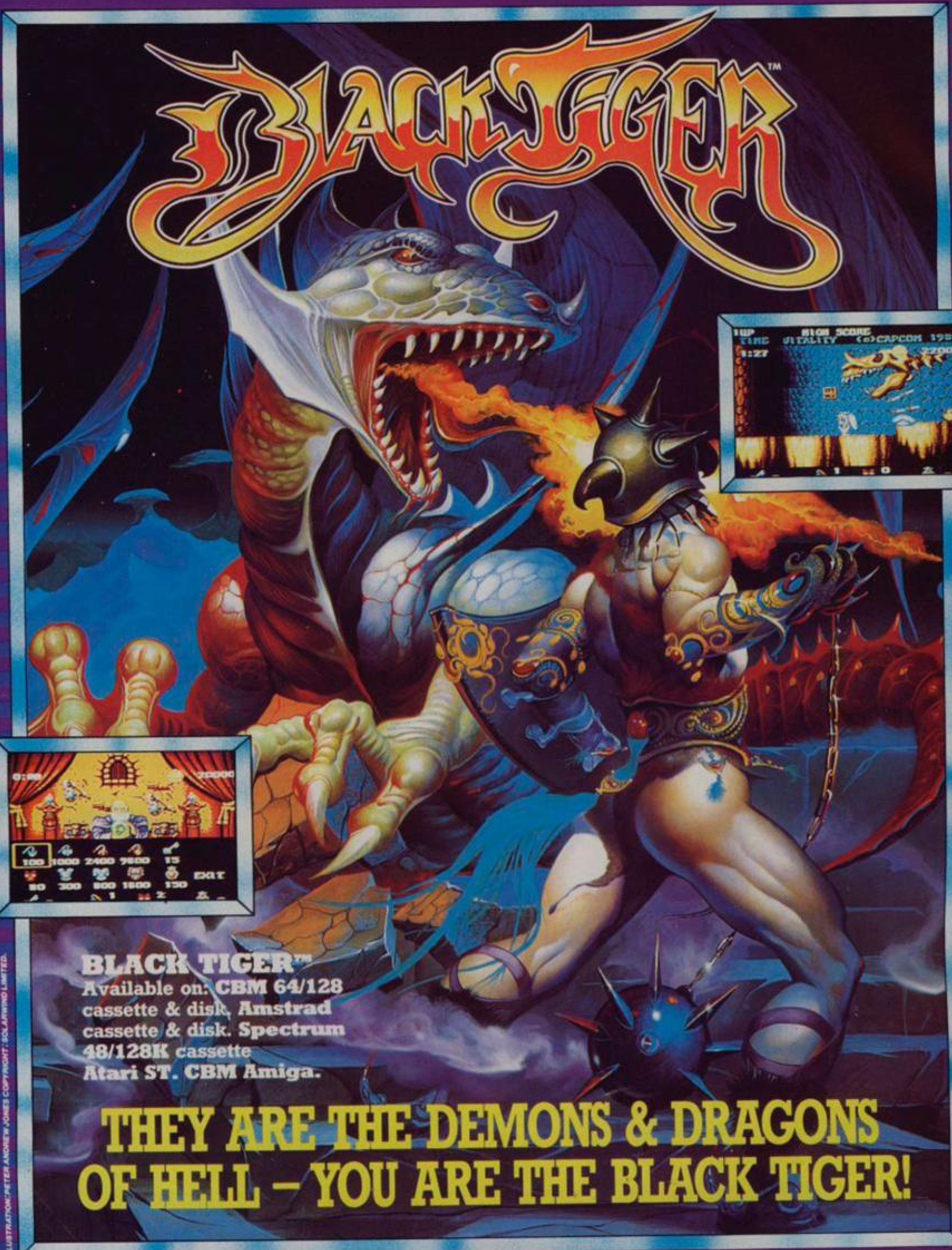
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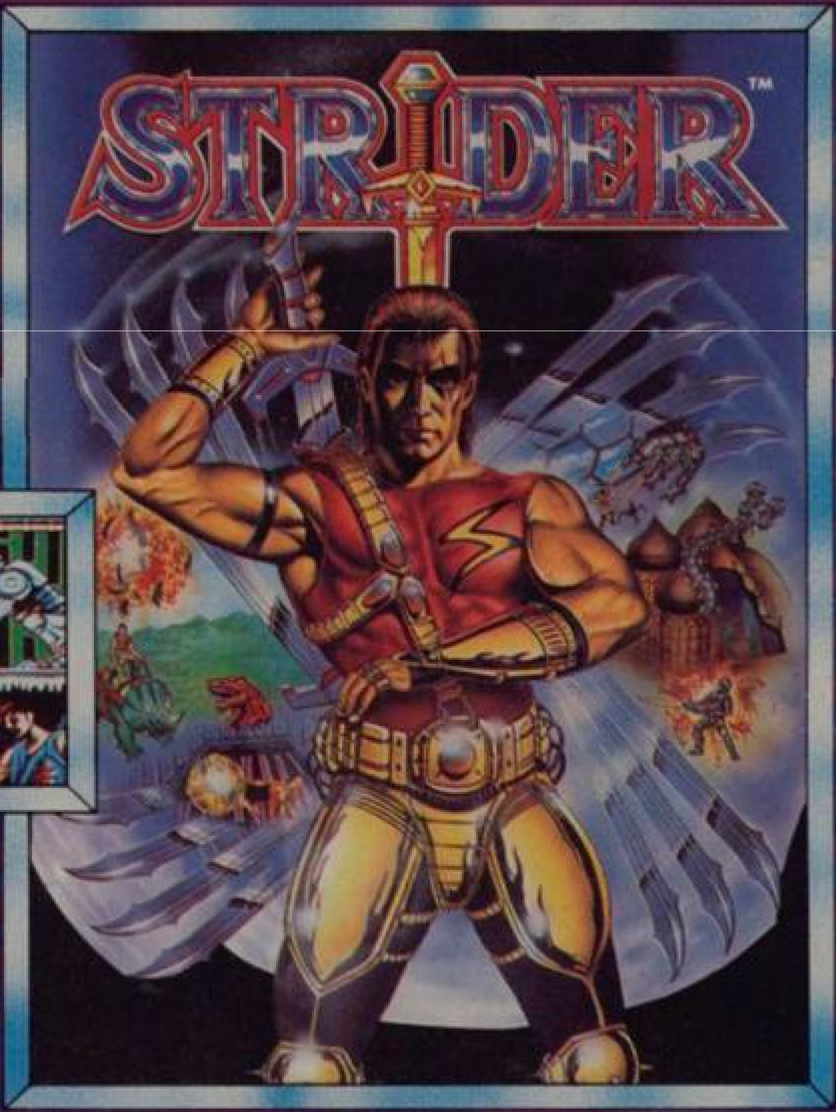
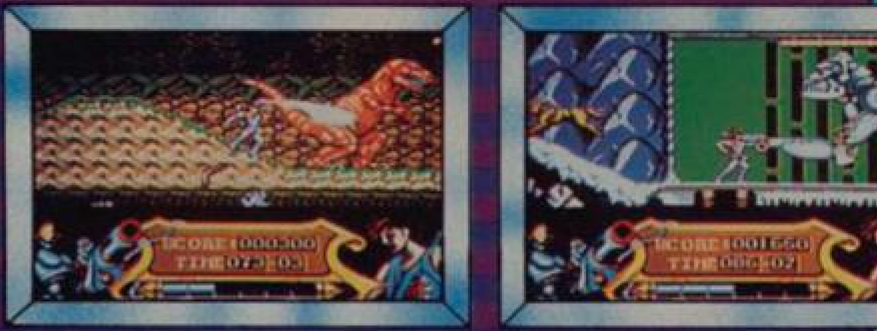
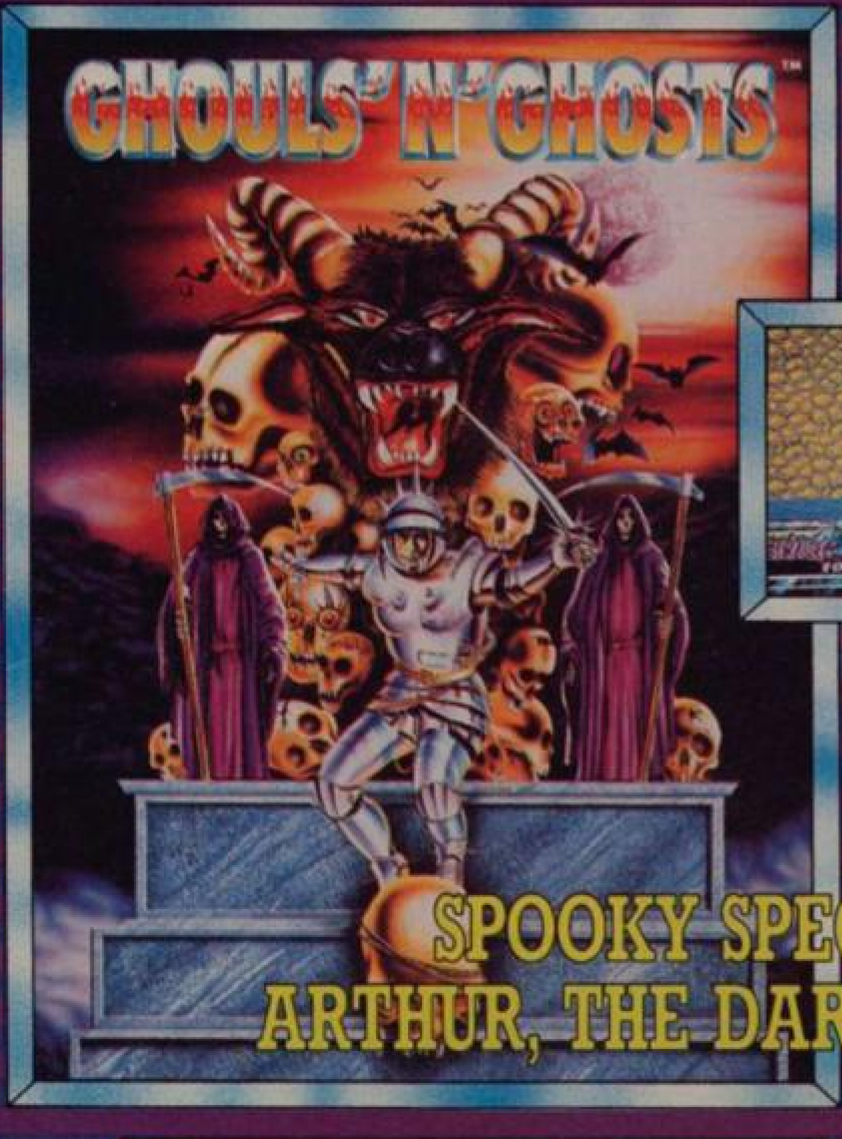
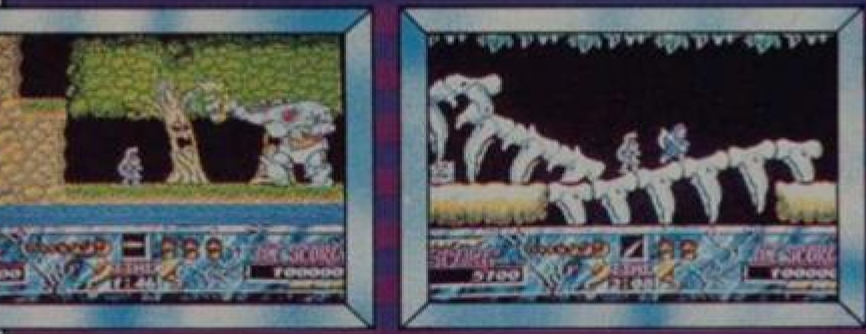
Screen shot from Atari ST version.





Screen shots from various formats.





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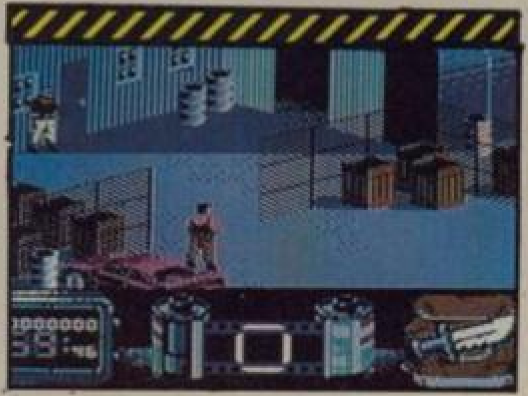

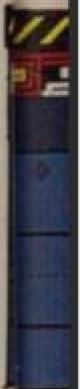

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SMALL WONDERS 76
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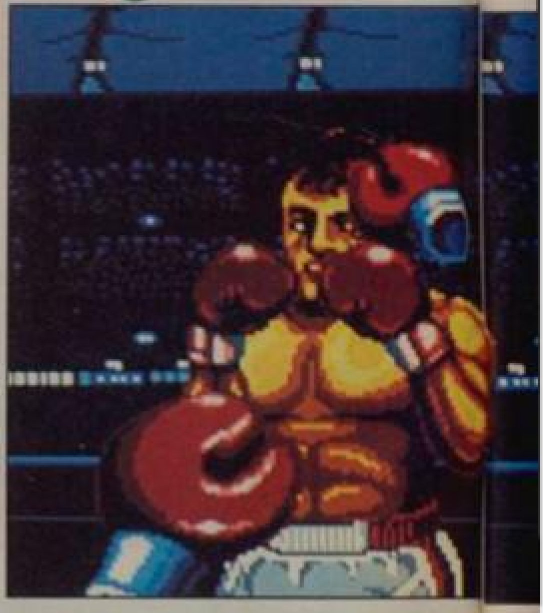
MEAN MACHINES MEGA-CLUB 70
Into consoles? Then the Mean Machines Megaclub is especially for you. Get all the latest console news delivered to your door, plus a free copy of the Complete Guide to Consoles Volume II!

PREVIEWS 108
All the news on the latest and greatest gear, including an exclusive megapreview of US Gold's Dynasty Wars conversion. Also Thunderstrike from Logotron, World Cup Soccer 90 from Virgin, LHX Attack Chopper from EA and Gremlin's Impossamole.

KONAMI
TEENAGE MUTANT NINJA
TURTLES



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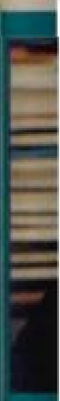
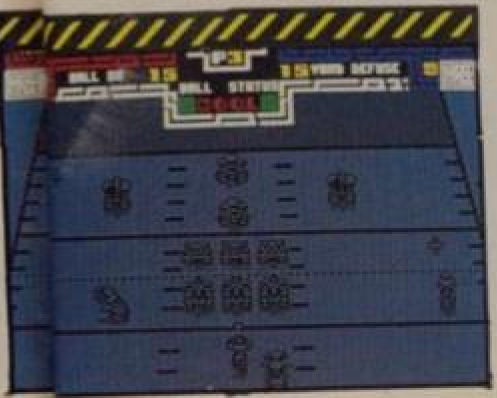
EDITOR: JULIAN "MR BIG" RIGNALL Public Enemy Number One. Wanted on suspicion of playing old pintables until the flippers flop, and watching banal game shows on Sky TV.





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Get on the blower and win some fab prizes, including copies of Manchester Utd and E-Motion AND a fabulous Sega Megadrive!

MEGACOMP - PART II 36

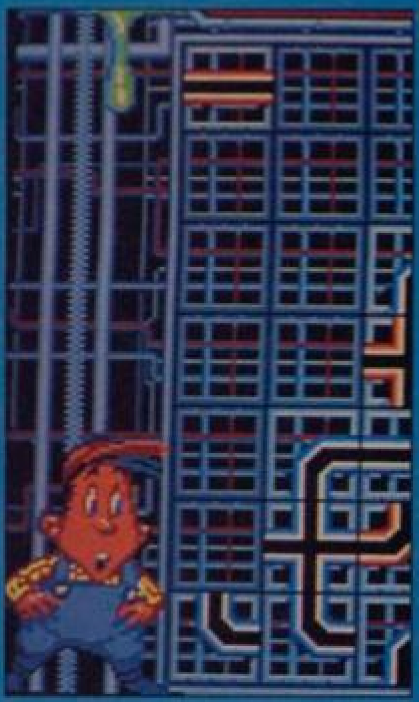
The second installment of our centenary celebrations! Find out if your lucky number has won you US Gold's fabsville Turbo OutRun coin-op!

THE GRAND PIPEMANIA PLAYOFFS 73

Are you the best Pipemania player in your house? Your street? The whole flipping country? Then Empire want to give you £1,000 cash!

THE HIGH SCORE CHALLENGE 34

We throw down the gauntlet to see if anyone out there is gamer enough to beat the C+VG "experts" at their own games.



ARCADE ACTION 92

Arcade Action takes to the road this month, with reviews of Tatsumi's three-screen cop chase, Round-Up Five, and Taito's Super Real Racing game, World Grand Prix.

THE CORPS 84

The space-grunts confront some creepy supernatural space-enemies. Heck!

MEAN MACHINES 98

Seven pages of console reviews, including Megadrive Golden Axe, RC Grand Prix on the Sega and Digital Champ on the PC Engine.

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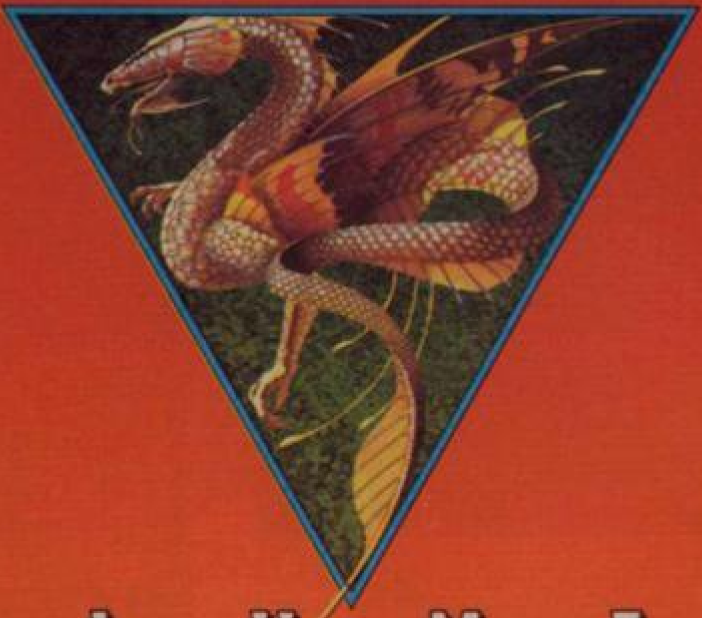
ART EDITOR: ANDREA "MA" WALKER, AKA "MACK THE SCALPEL"
Wanted for running guns to Sandanista rebels in Tonbridge Wells, fraternising with colour reproduction houses and wearing orange jumpers. Armed and dangerous.

DEP EDITOR: PAUL "FRENCHIE" GLANCEY
Wanted for destroying Atari STs, wearing strange ties and window-shopping for a cheap PC. Known to frequent seedy Paris night clubs where he wantonly poops parties.

STAFF WRITER: PAUL "FINGERS" RAND
The Terror of Tottenham Hale. Wanted for reading The Sun, and other unhealthy lifestyle practices. Also watches The Sweeney without due care and attention.

ARCADE · ACTION · ADVENTURE

T'RI'A'D



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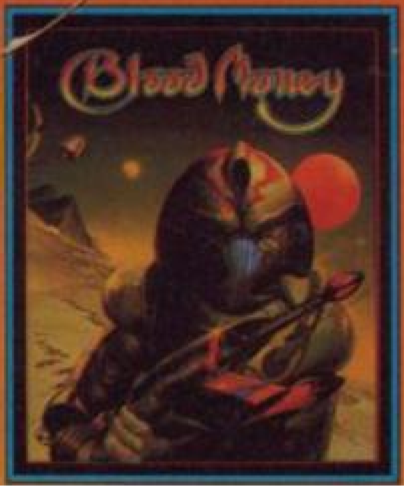
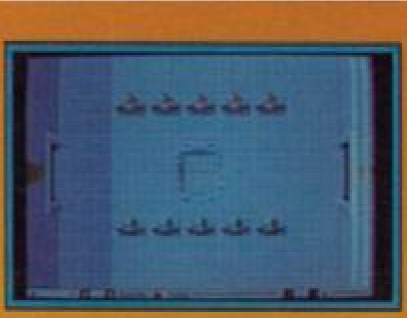
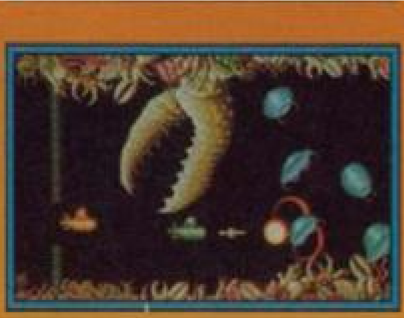
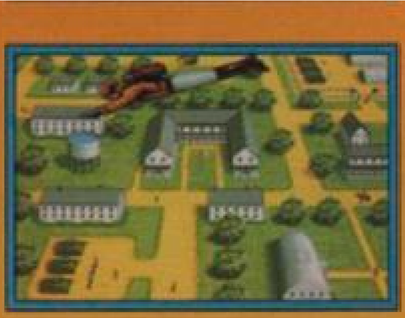


CINEMAWARE
ROCKET RANGER







Speedball - total action - total aggression - the ultimate sport from the Bitmap Brothers.

Computer Gamesweek - 94%
"Speedball is fast, furious and graphically very stylish"

The One - 90%
"Never in the field of reviewing has such an excellent game been played by so many for so long. A must buy!"

C&VG Hit -
"Speedball is going to be a monster hit"

ST/Amiga Format Gold Disk Award! - 90%
"This game is so visually brilliant and possesses those classic addictive qualities that once you've picked up your joystick you just won't want to put it back down again".

C + VG Hit!
"If you're into missiles, bombs and explosions in large, classy quantities, Blood Money is a game you should try and buy without delay".

ZZAP - 94%
"Save every penny you can get your hands on and acquire Rocket Ranger".

Amiga Format - 90%
"Those who like a good puzzle and a bit of strategy will find Rocket Ranger compulsive".

Ace Rating - 814
"Superb graphics with arcade action and strategy - probably the best Cinemaware game yet".

New Computer Express
"Break out a spare can of Buddy and pop up your PC for this one".

CINEMAWARE

image works

The BITMAP BROTHERS

PSYGNOSIS

MIRROR Soft

Distribution by: Mirrorsoft Ltd., Irwin House, 118 Southwark Street, London SE1 0SW

AMIGA/ATARI ST/PC £29.99

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.

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C+VG HIT! REVIEWS

VENDETTA 38
Super-tough C64 action man adventure from System 3.

TV SPORTS BASKETBALL 40
The ultimate Amiga basketball simulation from Cinemaware.

KNIGHTS OF THE CRYSTALLION 44
US Gold's unusual and intriguing Amiga strategy adventure.

WARHEAD 48
Terrific Amiga space war action from Motion Picture House.

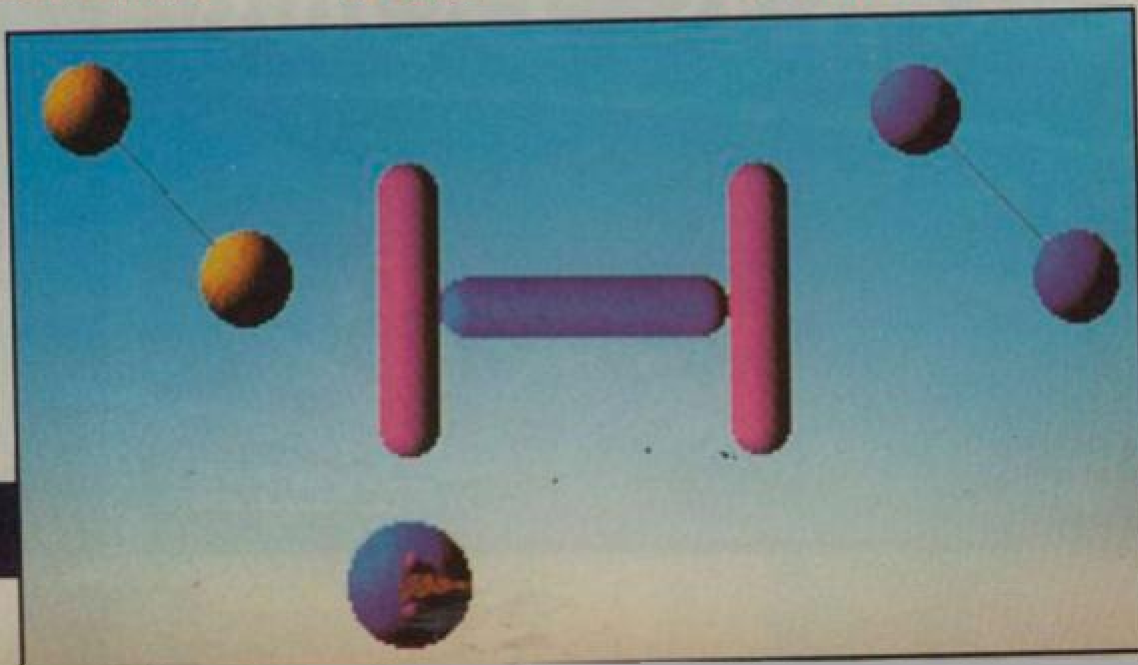
SPACE ROGUE 52
A superb PC blend of Ultima and Elite from Origin.

ZOMBI 80
UbiSoft's gripping supernatural thriller rises from the grave on PC and Spectrum.

E-MOTION 88
The first New Age computer game - weird and wonderful multi-format action from US Gold.

MAN UTD 90
First-class Amiga ball skills from Krisalis.

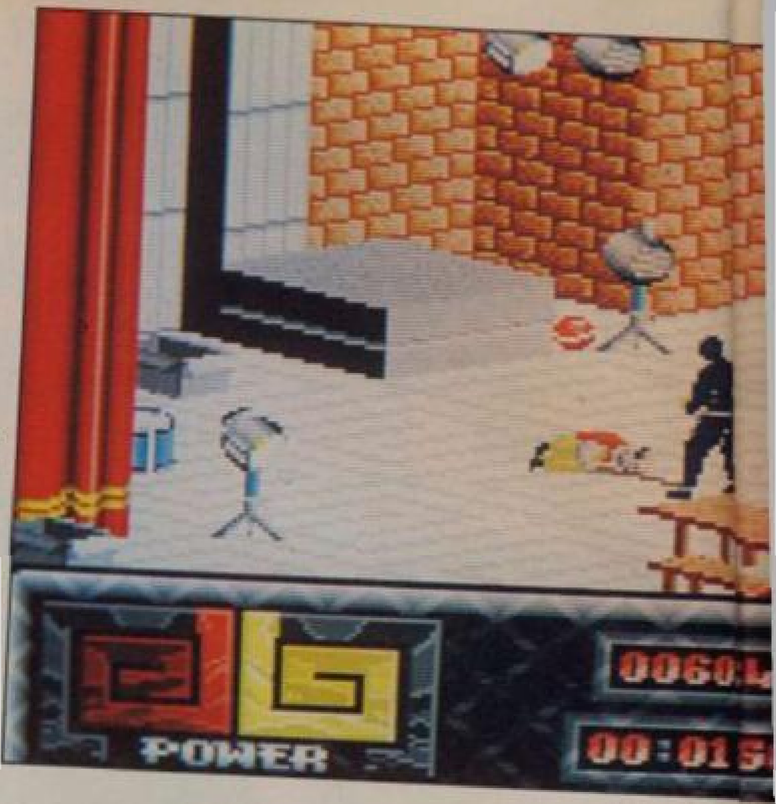
GOLDEN AXE 98
A superb Megadrive conversion of Sega's fantasy punch-up coin-op.



NEWS

GAMES 2 - KONIX 0

That's the (pretty silly) software-to-hardware ratio of the troubled Konix Multisystem at the moment, with System 3 and newcomers Vivid Image announcing completion of their first titles for the console before the machine has even seen the light of day! If and when the Multisystem decides to give up its little game of "Now you see me, Now you don't", you'll be able to purchase the conversion of the hit computer game Last Ninja II, and new original title Hammerfist (watch out for reviews of the computer versions next month) at prices yet to be decided. Don't hold your breath waiting for a chance to play it, though...

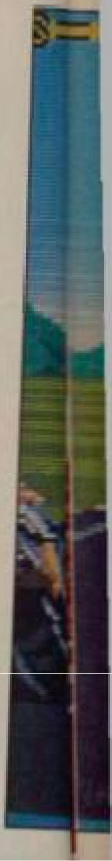


CARTOON CAPERS

Hi-Tec, the new label whose Defender clone Guardian II stormed into the budget section this month with 92%, have acquired the licenses to produce a number of games based on Hannah Barbera cartoon characters. The four in question are Yogi Bear (extinct software house Piranha released a Yogi game a few years back - but it wasn't very good), Hong Kong Phooey, Atom Ant and Rough and Ready, which can currently be seen on breakfast telly. The games will be available on C64, Spectrum, Amstrad and Atari at £2.99, and ST and Amiga at a bit more.

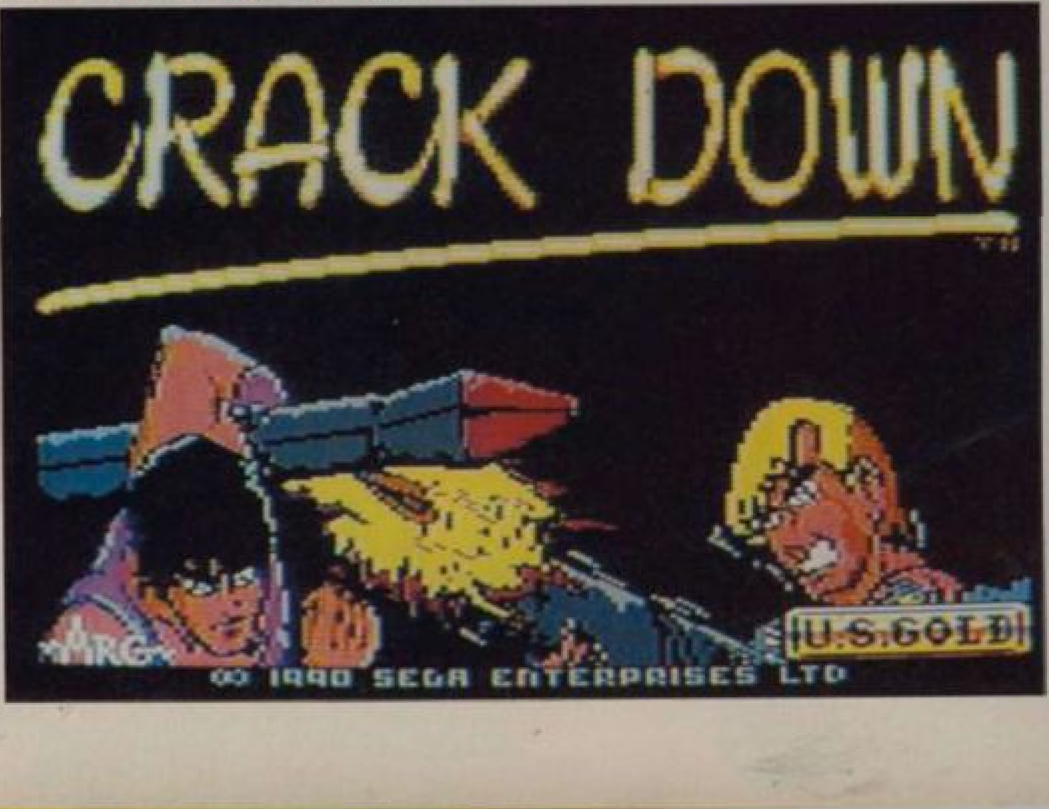
MICRO SEGA

No sooner do NEC announce the forthcoming launch of the Portable PC Engine, than Sega hit back with news of their own entry into the hand-held race. Called the Sega Microdrive, the machine is only in the planning stage at the moment, but apparently it's shaped like a slightly enlarged Megadrive joypad with a colour screen in the middle, and it's hoped that the finished article won't be much bigger. Rumoured to utilise miniaturised Megadrive technology, it'll have a high-resolution colour screen, fantastic sound and a super-fast processor, the perfect combination for playing pocket-sized versions of your favourite arcade greats like Powerdrift and Line Of Fire. The only foreseeable hang-up that we can predict is software; Sega will have to reconfigure their carts for use on the Microdrive, while PC Engine software will fit directly into their portable model. No matter, we have our eyes peeled for future developments and will keep you posted as soon as the news arrives!



CRACKDOWN COCK-UP

Yes, there was a mistake in the Crackdown review last month - the price on C64 is 10.99, not the 9.99 originally stated. No, it was not our fault - those naughty folk at US Gold told us one price and then changed it, unfortunately after ish 100 had gone to press. So it's slapped hands all round for the culprits and a reprieve for one oppressed reviewer (it's okay lads, you can put the rope away now!).



SEGA GOLD

Sega owners, get ready for the Euro-cart! Sega have granted software development licenses to five European companies, and the first to show off the fruits of their labours are US Gold. The first games to appear from the Birmingham software house will be Gauntlet and Impossible Mission.

Gauntlet is a conversion of Sega's own coin-op, in which up to four players compete for survival in a multi-level dungeon, packed with all manner of creatures and demons. The Master System version is a two player game, but from what we've seen the game is looking absolutely fantastic!

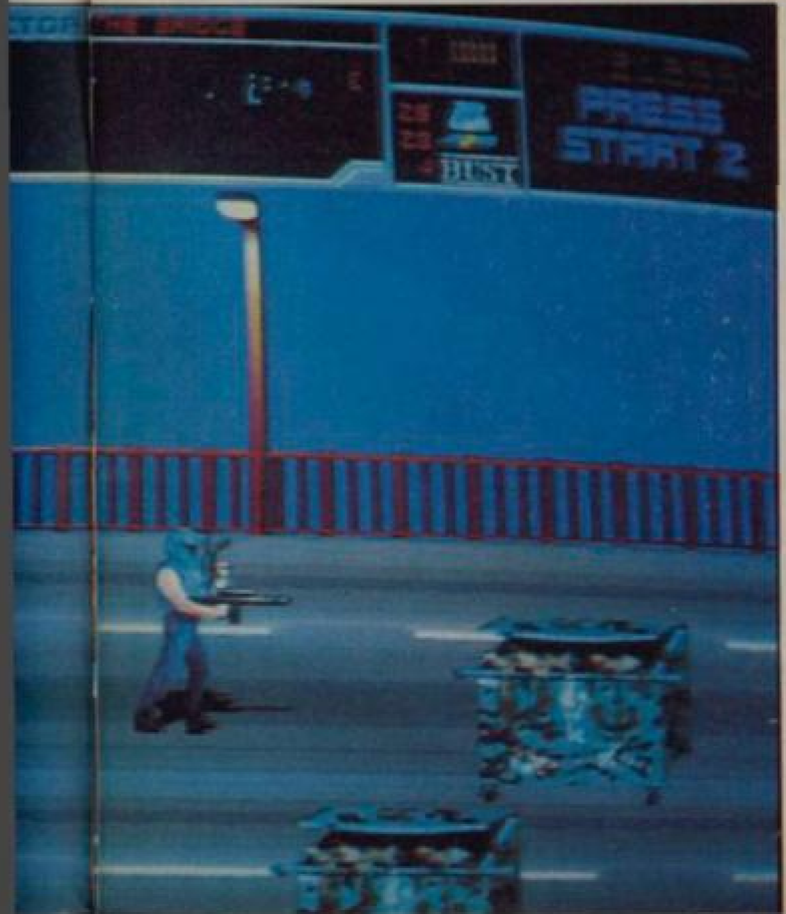
So too is Impossible Mission, with the player taking on the role of Agent 4215, a James Bond-type hero who enters the fortress of the evil Dr Elvin Atombender in an attempt to shut down his operation. Graphically it's a vast improvement over the C64 original, and all of the speech from the computer game is to be included in the 128K cartridge.

Both games will hit the streets later this year, but you can see them first if you read the exclusive reviews in the Complete Guide To Consoles II, which will be available in mid-April.

G
LAPTIME 0'42"43
BEST LAPTIME 0'42"43
PAUSE

AMSTRAD CONSOLES

According to prestigious industry weekly, New Computer Express, Amstrad are planning to cash in on the current console craze with a games machine based on the CPC 464 and 6128. With working titles of the 464 Plus and 6128 Plus, both consoles use upgraded CPC technology which, it's claimed, will be more powerful than either the Sega Master System or 8 bit Nintendo. With an entry level price for the 464 Plus of only £100, and software (it'll be possible to use not only tape or disk software, but also 256K and 512K cartridge games for around £15 a shot) rumoured to be in production by a number of top UK and European software houses including US Gold, Activision and even, it is said, Virgin (despite their heavy involvement in the Sega market), the machines are supposedly penned in for a September release.



GET NARC-ED

Ocean recently snapped up William's superb drug-bustin' arcade scorcher, Narc. It's a superb game in which one or two players stomp the beat of the special Narc Bobbies who are on a mission to blow away a huge drugs cartel. It's fun, fun, fun all the way! Laugh as you blow the arms and legs off evil crack pushers with your great big rocket launcher. Chortle as you pump a posing pimp's pink Cadillac full of bullets with your Uzi. Hoot as you blast drug baron's helicopters out of the skies, and scream with terror when you face the revolting Mr Big on the last level. Narc was one of C+VG's fave coin-ops of last year - watch out for the conversions on all formats later on this summer.

NEWS

COMING ON CONSOLES

The consoles market is moving into overdrive this year, with a number of top titles planned across all the big formats. Sega are releasing the RPG game Ultima IV on the Mastersystem in America sometime in the Spring, while Megadrive owners can look forward to such big names as Crackdown and Michael Jackson's Moonwalker (June), Super Monaco GP, Hard Drivin', Roadblasters and Klax (Summer) and the odd-sounding Tongue Of The Fatman in Autumn. PC Engine owners can expect in the coming months: Bonk's Adventure (April), RBI Baseball II, Klax and Xybots (Summer). Nintendo, though, have by far the longest release schedule, with a host of promising titles including Astynax, Police Academy, Super Mario Bros 3 and Xybots (Spring), Roadblasters (June), and Mission Impossible, Mad Max, Nightmare On Elm Street and Maniac Mansion later on in the year.

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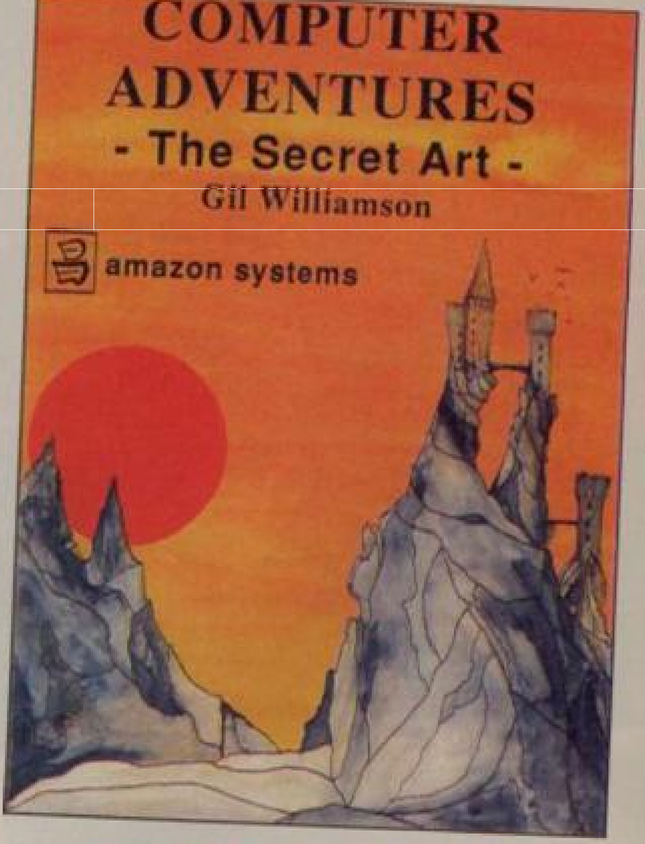
WAVE 1
3 DROPS per GAME
NO BONUS
WAVE 6
4 DROPS per GAME
100,000 BONUS
WAVE 11
5 DROPS per GAME
200,000 BONUS
P METER
LAXS TO GO
15

ADVENTURE STORIES

Writing successful adventure games these days is a tricky business, but if you think you have the design for the next Magnetic Scrolls hit buzzing around inside your head, you might try reading Computer Adventures - The Secret Art, by Gil Williamson. In it, Williamson provides a thorough analysis of the design techniques used in all the best adventures, so that you can use them to turn your home-grown romp through the haunted forest into something quite special. The book is published by Amazon Systems at £7.95 - quite pricey for a 128-page paperback, but novice RPG programmers are sure to find it invaluable.



NEC GET ENGINE RUNNING

At last! NEC appear to be doing the sensible thing by officially launching the PC Engine in Britain. It's still early days yet, but they've touted the machine around various retail outlets, all of whom have expressed their willingness to stock the console; and who can blame them, considering the price which NEC seem to be settling on - a staggeringly low £99.99! The planned launch date hasn't been announced, but it's looking likely that the Engine will hit the shelves in the Autumn, just in time for the annual hard and software buying spree. Now there's something nice to find lurking in the foot of your big "Santa Sock" this Christmas!

RE: XENON TECHNOLOGY

We realise that some of our readers have been stung by the recent collapse of mail order outlet Xenon Technology, so we thought we'd try and do something to redress the balance, so to speak. A few nice words to US Gold later, and we came up with this - if any of our readers ordered a US Gold game through Xenon Technology and have failed to either receive the software or get their money back, they should write a letter explaining the situation (some sort of proof would be appreciated too - such as a letter from the receivers stating that you are unlikely to receive any reimbursement) and send it to us at: US Gold/Xenon Reimbursements, C+VG, Priory Court, 30-32 Farringdon Road, London, EC1 3AU. We'll pass them on to US Gold who'll do the rest. Remember, this offer applies ONLY to C+VG readers who ordered US Gold software, and any letters without accompanying proof will be discarded.

U.S. GOLD

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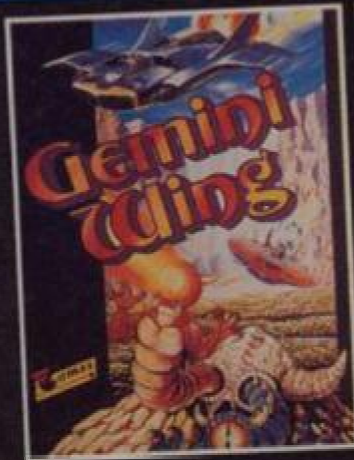

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Release Date - 2nd April

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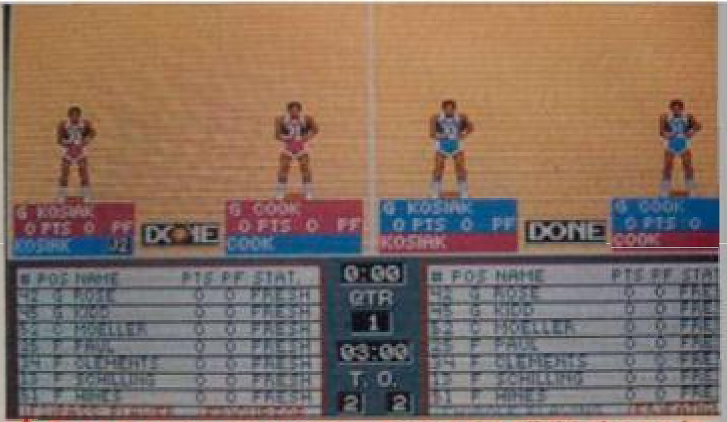
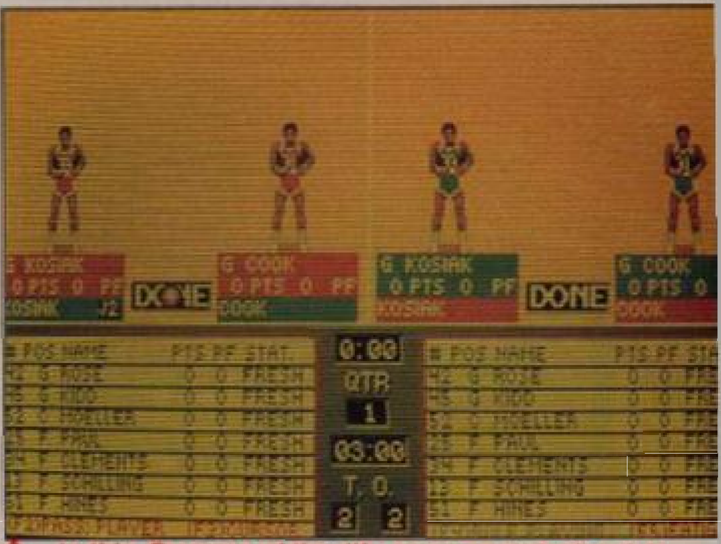
A-MIGA-DRIVE!

What seemed like just another humdrum fax quickly became one of the hottest news pieces to come our way for a long time. DevTek Co, a Japanese hardware firm have revealed a brand new device which lets Megadrive owners download Amiga software to their machine using special battery-backed D-RAM cartridges.

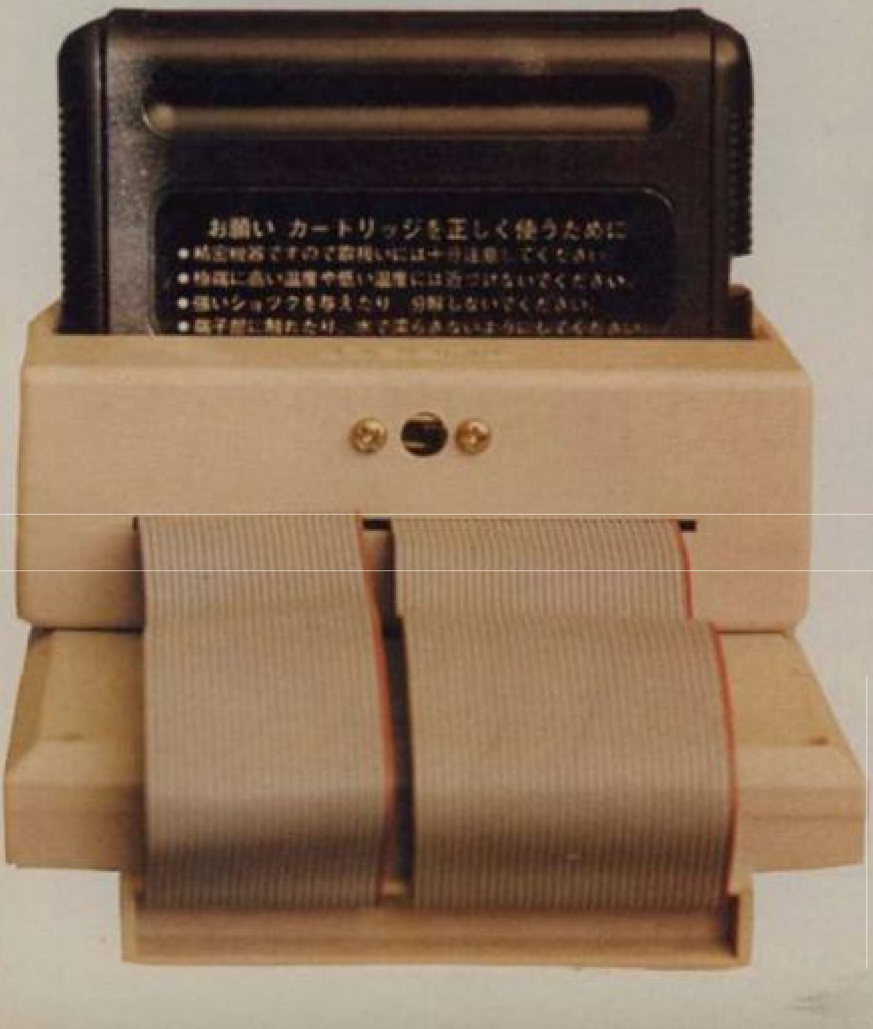
The A-migaDrive, which slips comfortably into the expansion port of the Amiga consists of two custom chips and a special translational maths co-processor which converts the Amiga 68000 code into a form which the Megadrive's own 68000 processor can understand. To get this amazing piece of hardware to work the user simply has to plug it into the Amiga, switch on, let it boot into the operating system (it takes about 3 seconds), then, when prompted, place a game disk (only games on one or two full disks work - any more than that and you get a memory overflow error) into the Amiga - the AmigaDrive does the rest by pulling the code off the disk and squeezing it into a 2-Meg battery backed RAM cartridge, which can then be plugged into the Megadrive and played - just like any other Sega cartridge. The sound is exactly the same (both machines use FM sound chips), and the graphics are virtually spot-on, apart from some degradation on HAM mode pictures. This means that if you have an Amiga-owning friend, you can increase your collection of Megadrive software from dozens to as many games as you can get special cartridges! And the price? Not absolutely confirmed as yet, but DevTek are hopeful that the AmigaDrive will retail at 42,000 Yen, around £165, and the special cartridges cost around 3200 Yen - about £13. We've been promised a finished model for a full review, hopefully by next month. Keep your fingers firmly crossed - this one's going to be enormous!

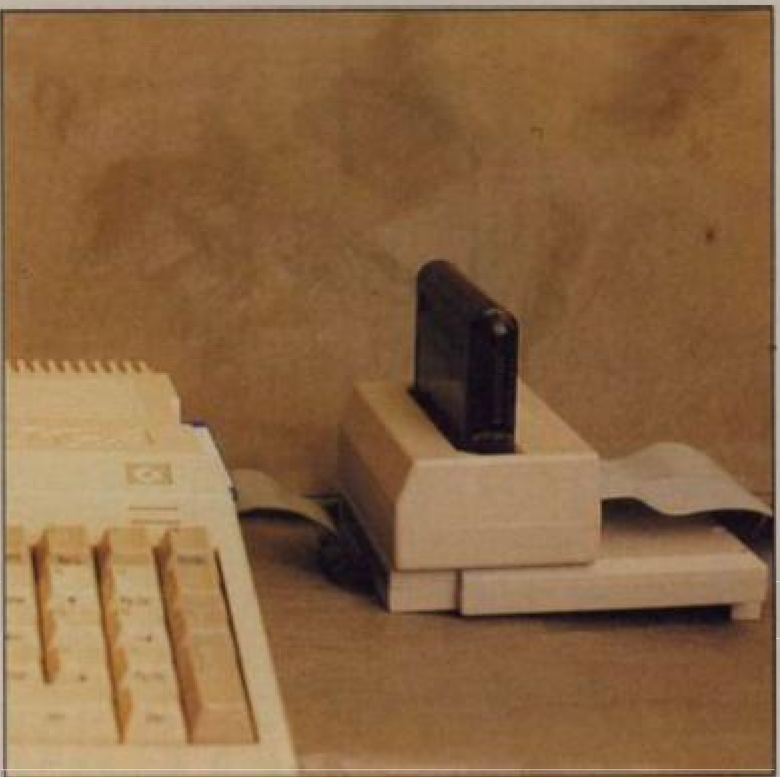


▲ *Even the very latest software can be transferred from Amiga to Megadrive!* *Notice the slight change in picture quality, from this...*



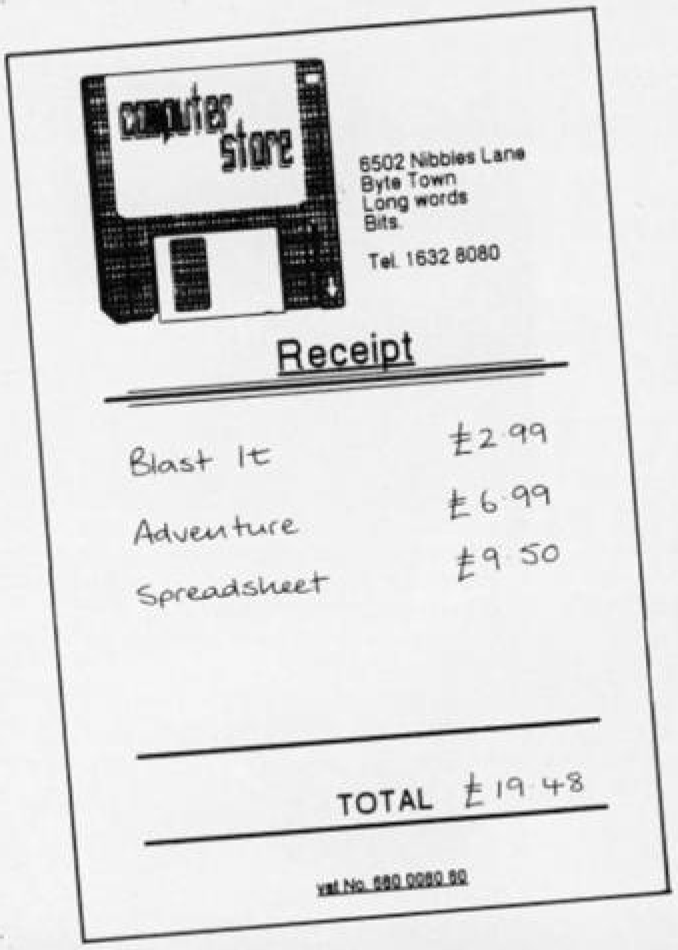
▲ *...to this. Because of the difference in video outputs between the two machines, the converted game appears stretched and, in some cases, colour is distorted slightly.*





▲ *The A-Migadrive, in all its colour co-ordinated glory. A small switch on the front of the casing locks the special cartridge into position, while a button on the back begins the dumping process.*

WARNING



computer store

6502 Nibbles Lane
Byte Town
Long words
Bits.

Tel. 1632 8080

Receipt

Blast It	£2.99
Adventure	£6.99
Spreadsheet	£9.50
TOTAL	£19.48

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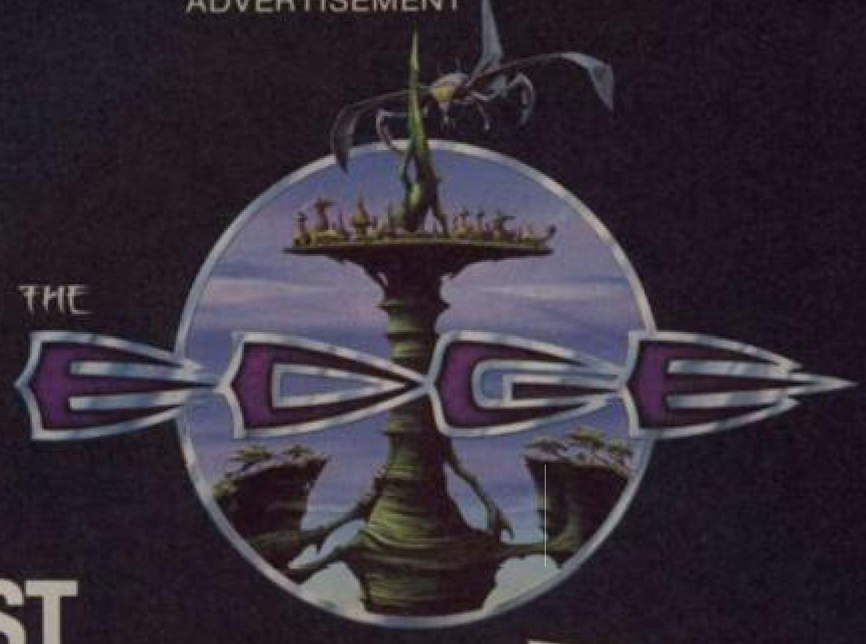

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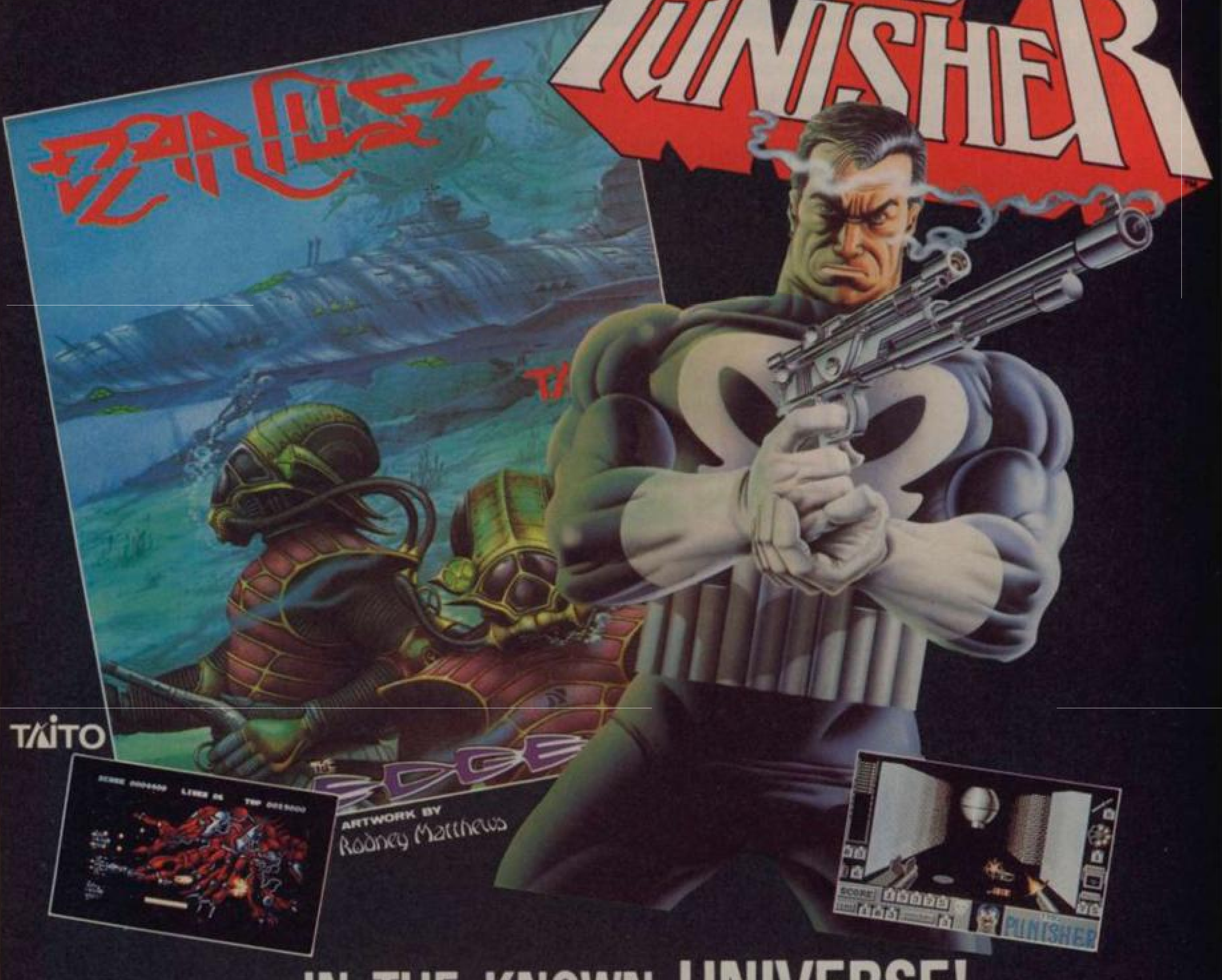
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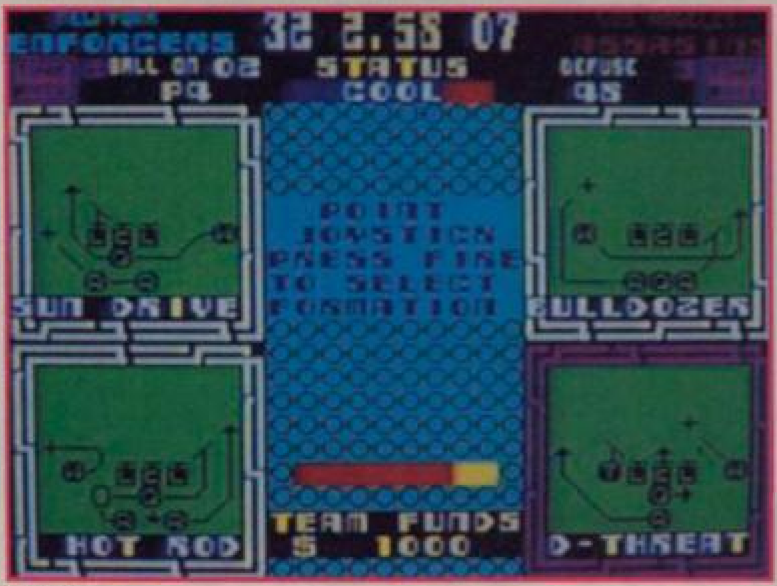
THE PUNISHER Copyright (c) 1988/1989, Marvel Entertainment Group Inc. Darius (c) 1987 Taito Corporation. Game enhancement and coding (c) 1989 The EDGE/Softek Intl Ltd. All rights reserved.

▶ AMIGA SPECTRUM

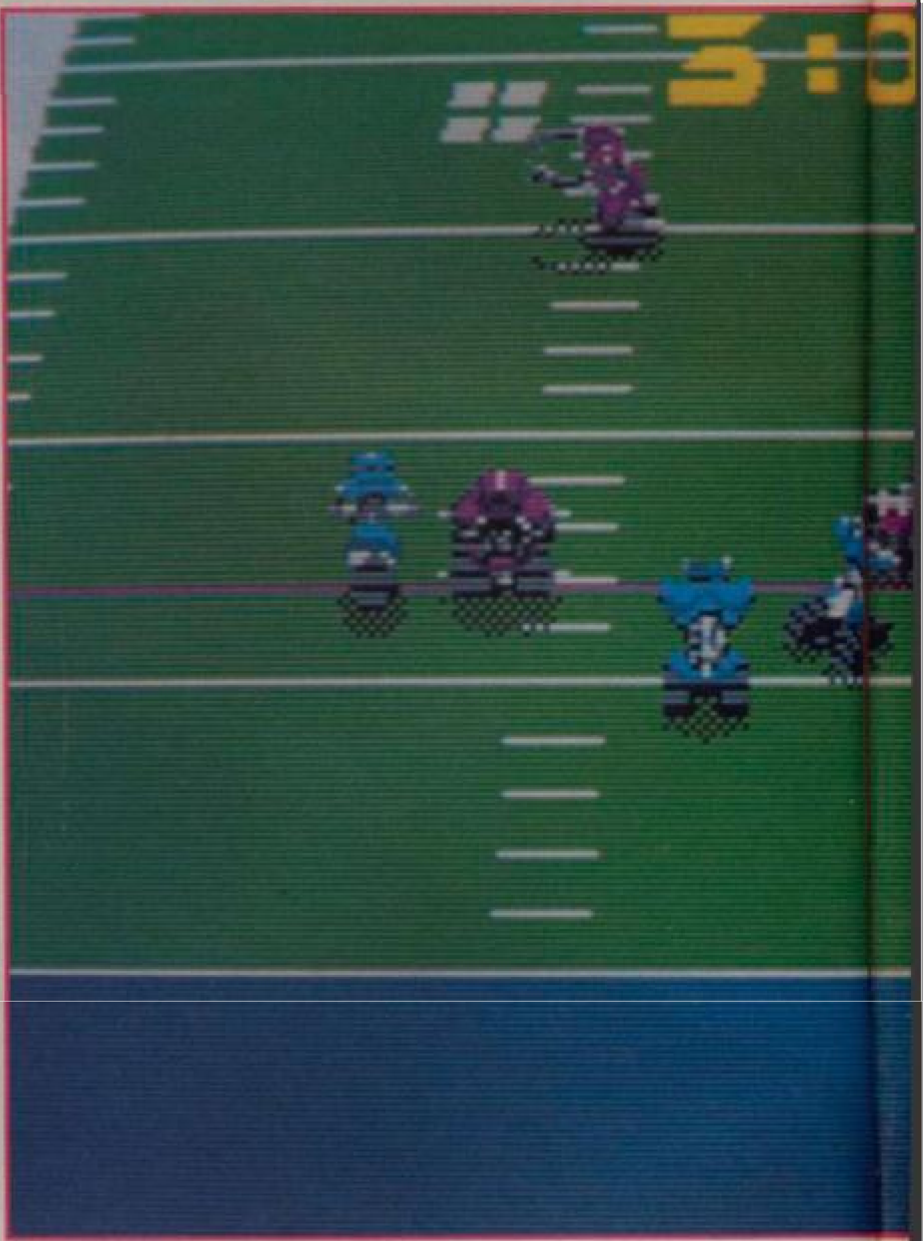

NEW YORK
ENFORCERS 32 2.58 07
BALL ON 02
P4
STATUS
COOL
DEFUSE
45
POINT JOYSTICK PRESS FIRE TO SELECT FORMATION
SUN DRIVE
BULLDOZER
HOT ROD
TEAM FUNDS
$ 1000
D-THREAT

▲ *Calling the plays on the Spectrum version. There are over 100 named manoeuvres to choose from.*

CYBE

BY DOMARK

▼ *The quarterback winds up for a pass to le*



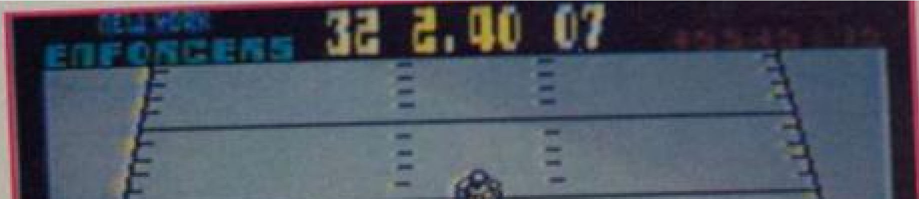
In the 21st century, American Football is played by giant 20 foot high armoured robots - one or two humans control the entire team from positions of safety high above the goal line.

The object of the game is easy - you've got to get the ball over your opponent's goal line to score points. The trouble is that the ball is explosive, and as soon as it's in your possession its internal fuse begins to burn. You have four attempts to move the ball ten yards upfield to the defuse line - make it and the fuse is reset for another four turns. Fail and the ball explodes, the opponent takes possession of a new ball and starts to make his way back upfield towards your goal-line.

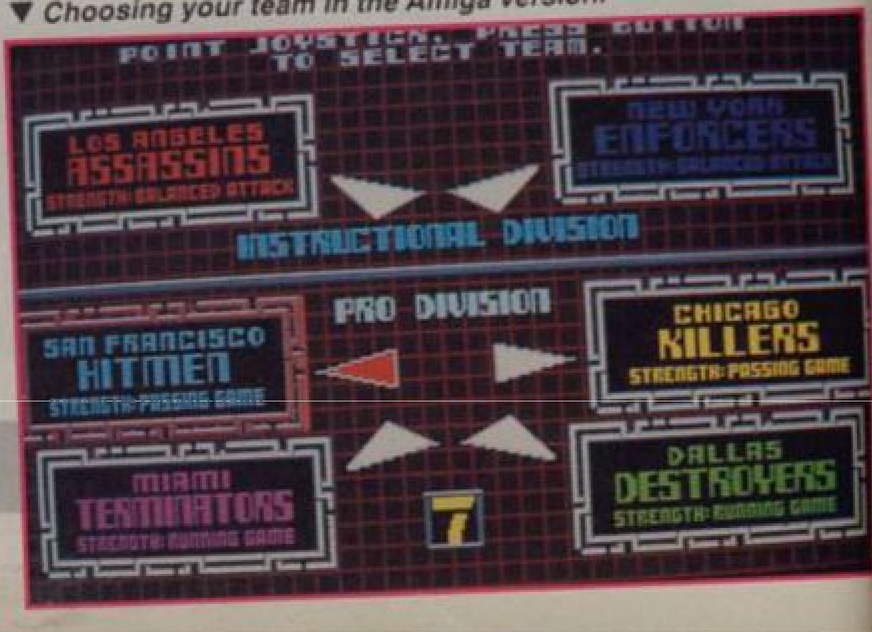
During offensive play you control the quarterback robot at all times, unless you choose to throw the ball to a receiver robot, whereupon control is passed over as soon as the ball leaves the quarterback's metal mitts. All

C+VG HIT!

▼ *The L icon indicates the linebacker under joystick control.*

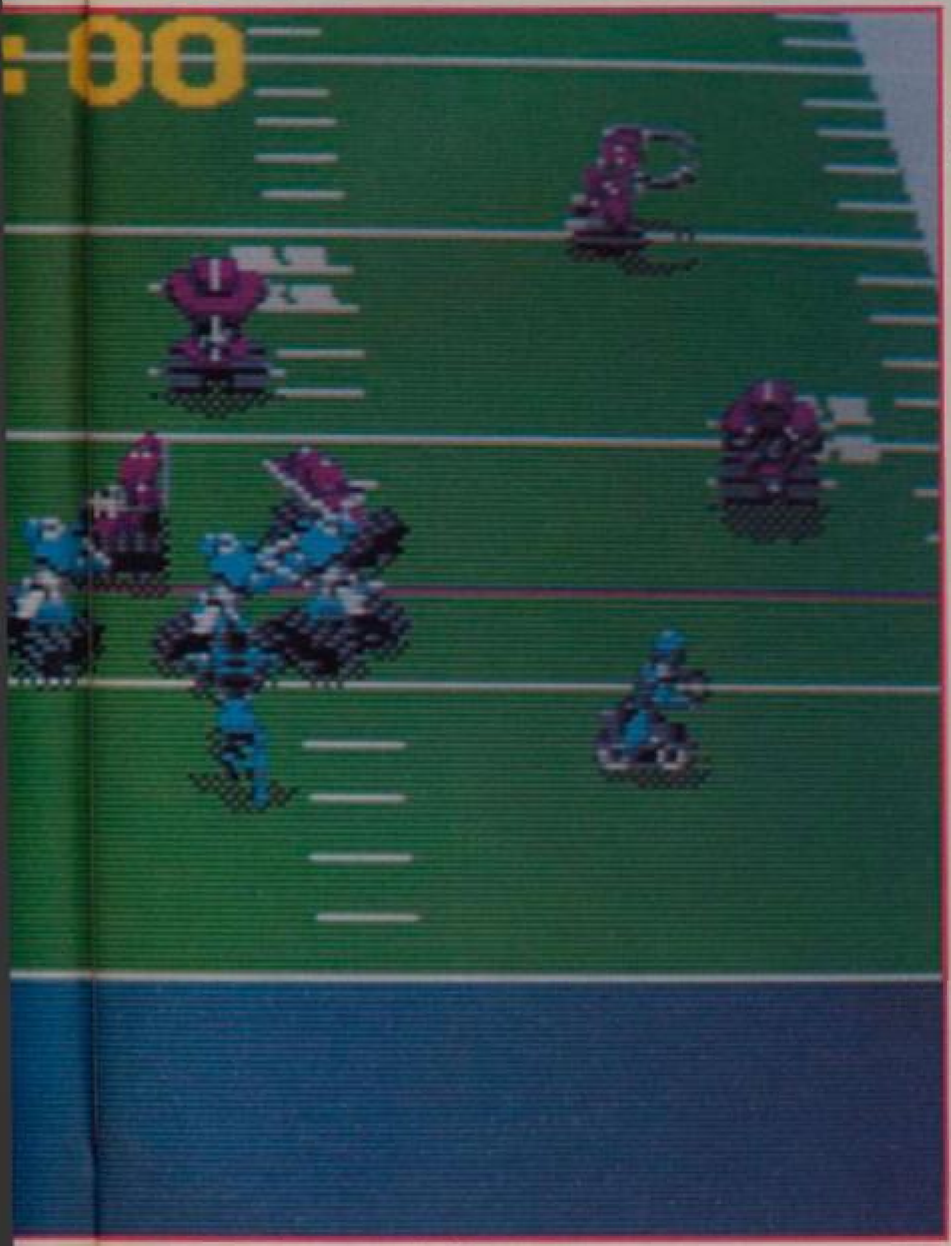

NEW YORK
ENFORCERS 32 2.40 07
L
Return Save Tool Print Jos Alter Clear
MULTIFACE 3 V3.C

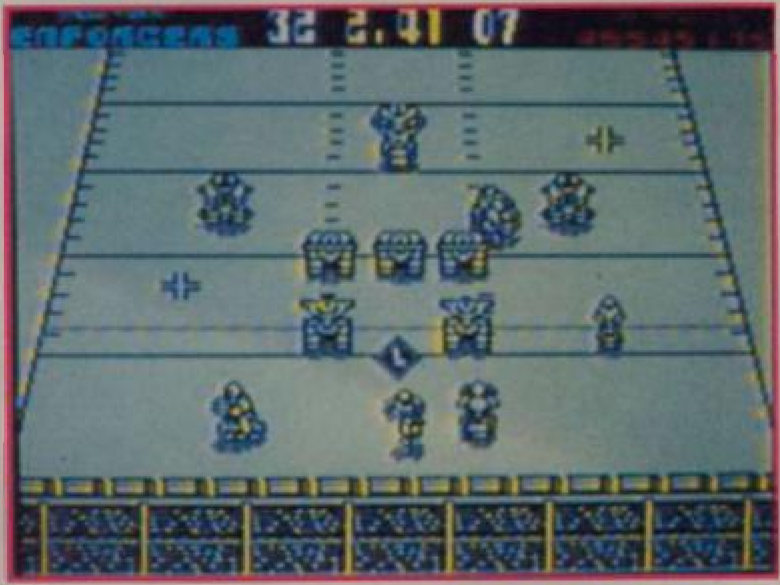
▼ *Choosing your team in the Amiga version.*


POINT JOYSTICK. PRESS BUTTON TO SELECT TEAM.
LOS ANGELES ASSASSINS
STRENGTH: BALANCED ATTACK
NEW YORK ENFORCERS
STRENGTH: BALANCED ATTACK
INSTRUCTIONAL DIVISION
PRO DIVISION
SAN FRANCISCO HITMEN
STRENGTH: PASSING GAME
CHICAGO KILLERS
STRENGTH: PASSING GAME
MIAMI TERMINATORS
STRENGTH: RUNNING GAME
DALLAS DESTROYERS
STRENGTH: RUNNING GAME
7

RBALL

pass b left field, but will the wide receiver reach the ball in time?





▲ *Get your linebackers to the crosses to complete the play.*

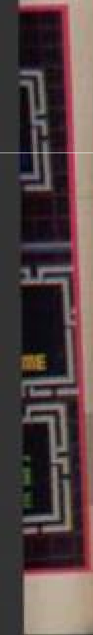
the other robots follow pre-programmed movements which you select before each down - the list is enormous, and each is accompanied by a picture which details all robot activity.

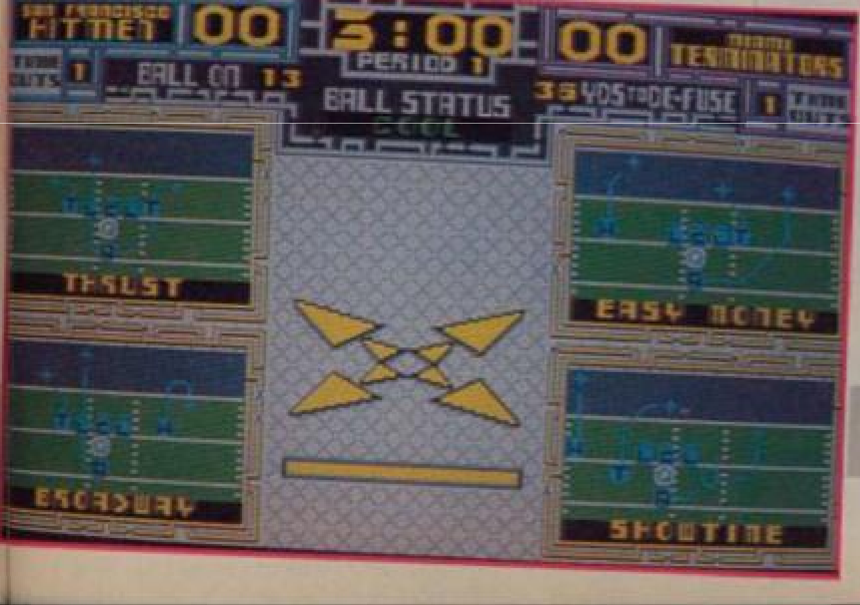
When you're playing on the defensive you can control any one of the robots - all you've got to do is stop the opponent from reaching the defuse line in four goes to regain possession. Again, there are many defensive moves accessible at the start of each play.

UPDATE

ST, C64 and Amstrad versions are coming soon - the ST version is virtually identical to the Amiga version, and includes all the sampled speech and, unfortunately, the slow pace of action. It's hoped that C64 and Amstrad Cyberball will be just as good as the Spectrum version.

▼ *Calling the plays on the Amiga.*





SPECTRUM
£9.99

Faster than the Amiga version, and contains many elements of the arcade machine and surprisingly faithful graphics. Cyberball fans should look out for this one.

OVERALL 84%

AMIGA
£24.99

Domark's conversion of this superb Tengen coin-op is nearly a brilliant one. I say nearly, because while it features amazing graphics, all the sampled sound and speech of the coin-op (there's loads) and gameplay that mimics the arcade machine perfectly, there's one problem - it plays very slowly. Compared with the arcade machine there's a considerable drop in speed, and consequently play can become frustrating if you're used to whizzing around the field at high speed. If it had been just a little faster Cyberball would undoubtedly have been a C+VG HIT!. As it stands it's an extremely polished and enjoyable game that offers plenty of single or multi-player thrills and spills at a pace that fans of the arcade machine might find just a little too sedate. It's definitely a case of trying before buying.

JULIAN RIGNALL

GRAPHICS	88%
SOUND	95%
VALUE	77%
PLAYABILITY	82%

OVERALL 80%

Pipe Mania!!

ADDICTION BEYOND BELIEF!!

C and VG Feb 1990 94%

Pipe Mania is "a classic puzzle arcade game that is so addictive, it should come [illegible]

Pipe Mania is a game of great ingenuity, simple in concept and friendishly challenging in play.

You'll need to act instinctively, but think strategically!

One wrong move, one brief hesitation or mis-placed pipe section and you'll drown in a sea of slime!

ST Action

"Pipe Mania is a conceptually simple and cheeky game which is incredibly addictive"

Commodore User Screenstar

"Terrifically addictive... outlasts any arcade conversion"

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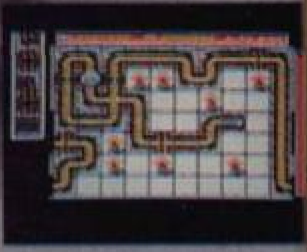
Amstrad CPC Disk

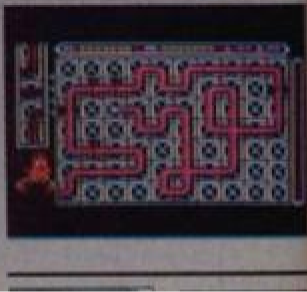
[illegible]

[illegible] Electron Cassette
[illegible] Disk

[illegible] Macintosh

[illegible]ades





Zero March 1990 92%

"Buy this game and you may never sleep again"

The Games Machine Star Player Award 83%

"A puzzle game of great ingenuity and addictivity, Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"

Zzap Sizzler

"Absolutely guaranteed to drive you round the bend"

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"A game with a game play that shines"

Game Players Award USA

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C+VG HIT!

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ONE SEXY MEGADRIVE UP FOR GRABS!

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It's great with the little 'uns, doesn't eat much and it won't pee on the carpet if you leave it in the house all day. It's a big Sega Megadrive and we've got another of these infinitely attractive machines to give away to one of our readers. Just think, over a hundred and fifty quid's worth of hi-technology, and you could get it all for the price of three pints, a round of sandwiches and the taxi fare home... actually, you'll only have to fork out for a stamp. Oh yeah, and the telephone call which you'll need to make if you want to hear the questions!

WIN COPIES OF E-MOTION!

CALL 0898 555 537

We've got ten copies of this superb piece of software to literally give away, thanks to US Gold and a lot of phone calls, headaches and near-nervous breakdowns - don't say we never do anything for you. So what do you have to do to win one of the games, be it on Amiga, ST, PC, Spectrum, C64 or Amstrad? Simply pick up the phone, dial the number, and keep your fingers crossed very, very tightly.

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK AND STANDARD RATE) AND 25P PER MINUTE (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

WIN A FERRARI F40!

CALL 0898 555 538

Did we just say Ferrari F40? Sorry, we meant £150 pounds worth of software. Still, that's not so bad, is it? What do you mean, "Yes it is"! Look, okay, you can't drive around in £150 worth of software, but just think of the advantages - you don't have to buy petrol for it, or wait for ten years before it actually arrives. And anyway, you're far more likely to have a Ferrari F40 pinched from outside your house. Anyway, you're not getting one, so you'll just have to ring the Hotline number and make do with the games, alright?

WIN MANCHESTER UNITED - THE GAME!

CALL 0898 555 539

Alex Ferguson won't be winning any prizes this season (with the possible exception of the FA Cup - doubt it though!) but that doesn't mean that you can't be a winner if you enter the Manchester Utd comp, run in conjunction with the game's publishers, Krisalis. A bit of gentle persuasion over the phone and we've got FIVE Manchester United sports holdalls and TEN copies of the Hit! footy management sim across Amiga, ST, Spectrum, C64 and Amstrad formats. And all you have to do is ring this number and answer the questions which are so easy that even Bryan Robson could answer them without pulling a muscle!

Mail Bag
OZONE INCOMPATABLE !!
FSSSST!
READ 'EM 'N' WEEP CREEP !!!
YOB!?
TO C+VG
BAD BREATH
HATE
WAR ZOMBIES

It's time for YOB's Mailbag, Britain's brightest letters page. If you've got anything - and we mean anything - to say, why not write in. You never know, if the YOB thinks it's any good, he might even send you some goodies. Write to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

PC PROBLEMS

Dear YOB,
I own a PC 1640, so:
In the reviews, do I look under the PC reviews or the Amstrad reviews, or is this such a stupid question that I should know already?
Apart from Indy 500, which computer games would you think I should get?
Michael Bruce, Dublin, Eire
PS C+VG is the best computer games mag around, and I would just love a superfabaroony T-shirt!

YOB: It's a stupid question that you should know already - PC is for PC compatibles. Otherwise we'd have to list the name of every PC machine there is, and there's loads of 'em. Games? Space Rogue is great, so is Bomber, Sim City, Pipemania, Elite, F19 Strike Eagle II, Die Hard... just keep reading C+VG and you'll keep up to date.

PC ENGINE ARCADE RIP-OFF?

Dear YOB,
Over the last year I've played on all the latest games machines, ie PC Engines, 16 bit Segas, Gameboys and the Lynx, not mention the Konix. All because I know Jeff Minter. But this letter concerns PC Engines. Lately, Cardigan Arcade which is run by Furnies Automatics, has acquired a PC Engine that has been modified to work as an arcade machine. The problem is that the games are on a time limit and no matter how good or bad you are the game will reset after a certain time. So everyone stays away, because the machine needs a constant supply of money (20p's) to stay on - is this legal? And does NEC know about it? I think it is scandalous and so does everyone else who goes to the arcade. At the moment, Ninja Warriors is running and is a waste of time to play.
Please reply on this subject.
Paul L

YOB: Arcade expert Jaz says arcade machines based around a modified PC Engine exist in America, so it might be one of those - but the time limit thing sounds very dodgy indeed. When it comes down to it, you can stick anything in an arcade box if people are willing to pay 20p a go on it. The best thing to do is not bother to play it, then the arcade owner will have to get rid of it and buy another machine... Oh yeah, and Jaz says he knows that arcade pretty well, since it's near where he used to live, and wonders if it's still got all those really old crappy video games!

3D CRAP-O-VISION

Dear YOB,
Through my amazingly smart brain power (about -2 IQ to be exact) I have come up with a fantastic idea. The Super 3D Ultra Violet Glasses. They don't have to be plugged in like the Sega ones and best of all they are cheap (well I am Australian and don't know anything about your currency). All you need is red clear plastic and elastic.
Directions: Cut red, clear plastic in the shape of sunglasses and get elastic the right size so that it fits around your head. Cut holes in red plastic and tie elastic on. Turn computer or console on (it works on any computer). If you see 3D images tell me because I don't.
Stephen Riley Macquarie, NSW, Australia

YOB: Tie me kangaroo down, sport!! Are all people like this in Australia, or is it just you? Bring back Rolf "can you see what it is yet?" Harris - all is forgiven!!

DOUBLE DRAGON DOUBTS

Dear YOB,
I was looking through the December copy of your ace mag when I saw a Double Dragon II reviewed. I was reading it when I saw that there was an 8 bit version. On my telly I was reading the charts on page 568 of C4 Oracle when it said that there were no 8 bit versions, only ST and Amiga. Are you telling the truth or talking crap? One of you is wrong anyway.
Chris Roberts, Birmingham
YOB: Let's face it. Which are the mega-knowledgeable all-powerful computer specialists - C4 Oracle or C+VG. Of course we're right.

WIBBLE WOBBLE YURK!

Dear YOB,
Your mag is bum rhubarb chicken winkle and I buy it to just wipe my botty.
Fish McBairnide, Richmond, London
YOB: Right, I'll make sure there's extra ink on this month's issue so you'll get a black bum and leave loads of skids in your horrid purple nylon y-fronts!

ALWAYS ASKING QUESTIONS II

Dear YOB,
I am writing to you to ask if you could answer my questions, starting with number one.
1. The game Doomdark's Revenge which was written by Mike Singleton - did he ever get round to making one for Commodore 64?
2. Did Mike Singleton make a third sequel after Doomdark's Revenge, and was that for the C64 too?
3. Did Melbourne House make another sequel after "Shadows of Mordor"?
Joseph Gilbert, Portsmouth, Hants
YOB: 1. Yes. Beyond, the company that released it, is now owned by Microprose so they might still do a compilation package with it and the original game, Lords of Midnight... 2. No - but how about it, Mike? 3. Not yet - but there might be.

I'LL HAVE A PIC PLEASE YOB.

Dear YOB,
Will you show a screenshot of Legendary Axe for the PC Engine? I am thinking of purchasing it.
Lea Ward Crewe, Cheshire
YOB: Sorry, I can't print a picture, but I can tell you that it's a fab game - easily the best Rastan-style game available - and is well worth the money. So buy it now.

ALWAYS ASKING QUESTIONS

Dear YOB,
I have a great idea about how to get rid of idiots. Simply blow them and their Spectrums up. I own an Amstrad 464 and I think they are totally ace. Here are some questions for you;
1. What are the games on C+VG Coin-Op Hits for the Amstrad?
2. Can I have a C+VG T-shirt? If you say no I will tell Elly-Phant, my big fat brother, to sit on your face.
3. Why don't you put more Amstrad reviews in your magazines (which is totally fab)?
4. What do you think is the best budget game on the Amstrad?
5. Are there any plans to convert the totally ace arcade game Gang Wars to the Amstrad?
Kristian Cooke, Walsall, W Midlands

YOB: Don't be so silly about Spectrum people, or I'll let them have your address. To answer your questions... 1 Spy Hunter, Thunderblade, Roadblasters, Outrun and Bionic Commando - and the package is worth every penny. 2 Get stuffed, geek boy. 3 We review as many Amstrad games as we can get our hands on. 4 Guardian II is pretty amazing - keep reading the budget pages to keep up to date. 5 No, not as far as I know - but maybe later on this year?

ALWAYS ASKING QUESTIONS III

Dear YOB,
I've got loads of questions so I'll get on with it.
1. Have you got any cheats for Ghosts 'n Goblins, New Zealand Story and Dragon Ninja on the Amstrad.
2. What are the ten best games for the Amstrad.
3. Why didn't you print the last letter I wrote to you? If you don't print this one and five me a C+VG T-shirt I'll come round and nick a T-shirt.
4. Are there any plans to convert Teenage Mutant Ninja Turtles to the home computer? Now I've just one more thing to say - C+VG is WICKED. Please answer my questions.
Jason Robjohns, Paignton, Devon
PS Ho! Ho! Ho! Green Giant!

YOB: 1. No, not for you. 2. Read the charts, you lazy git. 3. 'Cos it was the most boring steaming pile of hoss doo-doos I've ever had the misfortune to read. Nick a T-shirt and I'll rip out your windpipe and use your gonads for golf balls. 4. I'm sure that somebody will grab the rights to the machine - it's brilliant. As soon as someone does, we'll let you know!

WHAT A PACK O' LIES

Dear YOB,
This is a top-secret document so if you are a poll tax form disguised as a vending machine, read on.
I am really Roy Adams (for the complete idiots out there, the bloke in Op Wolf and Op Thunderbolt). I am shacking up with my good mate Robocop until I can afford to get some digs of my own. I decided to jack in the old parachute into hostile lands, mass murder some nasty people and rescue some stupid people who got caught and decided to join the South Lewisham choir who at present are on tour in Peckham (tickets only £100,000).
Now on to the reason why I wrote. Myself and Batman have become partners and are at present travelling via Batboat to Holland to eradicate that green lump of birdmess Mr (ha ha!) Marco Van Basten. We think that any pirate (especially Captain Hook) should have their tiny brains pulled out by ramming a tube up their nose and asking them to cough. They now can get a job as a DJ.
Well I have to rush now because I have to destroy MVB and go to Egypt to buy some explosive underwear. So I'll go Bye Bye and leave all you people out there in "Just got home from Tesco's and am sat down reading C+VG Land" to reading the latest reviews. Lots of gaming hopes,
Roy "I am the world's greatest" Adams
YOB: I think that pirates ought to be made to watch Nescafe ads for the rest of their miserable lives...

PROUD SEGA OWNER GROVELS

Dearest Yobbo,
I am the proud owner of a Sega Master System. I'd like a few questions answered so I thought I'd write to the hig-

Mail Bag
OZONE INCOMPATABLE !!
FSSSST!
READ EM 'N' WEEP CREEP!!!
YOB!?
BAD BREATH
HATE
WAR ZOMBIES
KO U+VG

hest authority in the land. Do you know of any whispers going around of a Super Mario Bros II being released for the Sega? (Also Robocop.) I would creep and grovel a bit more but I am running out of paper (and my pen is running out). So just send me a T-shirt and any other great and wonderful goodies you have to hand, o' masterful one.

Dean Stanley (alias Dynamite Deano), Chingford, London E4

YOB: Super Mario II? On the Sega?? Never in a crillion years, sunshine. I have no goodies at hand, so shove off before I clip your lugholes.

I'M NOT TURNING JAPANESE

Dear Sir,

I feel compelled to write this letter and hope that it gets printed because I would like it to act as a warning to other people who are on the verge of parting with their hard earned/saved cash on one of the new 16 bit consoles or hand-held machines.

I recently purchased some software for my new Nintendo Gameboy from a company called Telegames. Upon receipt of said items I was dismayed to discover that all the instructions (and some of the on-screen wording were in Japanese. The advert in your magazine gave no mention of this fact, nor was I informed when I placed the order by telephone. As I purchased my Gameboy in America (along with several games containing English instructions) I assumed that the software I ordered would be of similar origin. I am not a regular reader of your publication (in fact I have only bought one issue - the one with Die Hard on the cover) but as I was in the market for some new Gameboy titles, a friend of mine recommended it to me because of the wide selection of companies advertising said products. I am now quite obviously aware of the fact that these goods are being imported from the Far East and, I might add, aware of the fact much to my displeasure.

Perhaps you could explain to me how these companies expect people to cope with some of the more complex games such as Soko Ban, Tetris and other similar puzzle games when they cannot understand the instructions (unless they have a degree in Japanese). It is difficult enough to work out some of the scoring systems and bonus routines on a simple game such as Pinball! I feel that these companies are misleading the public and that surely it is against the law to neglect important information such as this from their advertisements. After all, if a company such as PC Engine Services can state quite clearly that their games DO NOT REQUIRE JAPANESE LANGUAGE then why can't the rest state that their games are of Japanese origin? Incidentally, I would have ordered the software from this company if it wasn't for the fact that I could never get through to them. I had no reason to suspect that the software from this company would be of a different origin (unless, of course, PC Engine Services translate the instructions themselves but even so, this fact should also be stated). Whether I am complaining about the advert or the software itself is for the readers to decide but I feel that £84.00 is an awful lot of money to spend on software which is largely unplayable for the reasons I have stated. Incidentally, I did speak to someone in your offices who took my number and said they would see what they could do but as yet I have had no reply. I feel that under the circumstances, a full refund would be in order but would like your comments before I pass this matter on to the Advertising Standards Authority and Department of Fair Trading.

J P Roche, Altringham, Cheshire

YOB: For starters, never assume anything - or you'll get yourself into a lot of trouble. To the point of Japanese language games - both the ones you mention DON'T really need any understanding of the Japanese language to operate. Both Tetris and Soko-Ban are actually very simple indeed and it only takes a few minutes of play to work out what they're about - have you no patience or sense of adventure? However, I can understand your point to a certain degree, but unless you REALLY can't play the games, I don't think there are grounds for massive complaint. Just remember that all imported games are Japanese and companies DON'T translate the instructions. Having said that, generally speaking, they sell games that DON'T need Japanese language to actually play them - you might have to be prepared to sit down and work out how to play them for yourself, but I think that's a small price to pay for games that you otherwise wouldn't be able to play in this country.

PLAYMASTERS

Yo! It's tips time, with the second part of the Myth maps, a complete solution to Super Shinobi and a huge great teetering heap of other tips. If you've got anything decent in the way of tips, cheats or maps, send them in to me at:

PLAYMASTERS, C+VG,
PRIORY COURT, 30-32
FARRINGDON LANE, LONDON, EC1R 3AU.

There's a huge £100 software voucher up for grabs for the month's best tips - this month Thomas Campbell wins it for all his Amstrad tips. Get writing - next month it could be your turn!

SPECTRUM

CHASE HQ

This brilliant tip from Paul Luby of Keighley, West Yorkshire, also works on the Amstrad version of this classic conversion. Redefine the keys as **SHOCKED** and press enter and the test menu appears. Press a key then redefine the keys again as you really want them. Now, on the title screen you can press **1, 2, 3, 4** and **5** to **see the logo animations**, and pressing **6** lets you type your name in the highscore table. When you're playing, press :

1 to **restart the level**,
2 to **jump to the next screen**
3 to **see the end screen**
4 to **add a credit**. -

Great, eh?

UNTOUCHABLES

Stephen Groves of Frampton Cotterell has a good 'un. Type **HUMPHREY BOGART** into the highscore table and pressing all the left hand keys lets you **skip levels**.

INDY III

Here's another from Stephen Groves - press **OTO** on the title page and **SHIFT 2** lets you skip levels.

ROADRUNNER

When the game has loaded, type **RTHB** and you get **infinite Roadrunners**. Also, if you type **WVKLO** you **see the end sequence**. Cheers to Stephen Groves for that. Beep! Beep!

AMSTRAD

SHORT CIRCUIT

Thomas Campbell of Glenburn, Paisley has found out that if you hold down **OCEAN** you **progress to level 2**.

BATMAN

Another tip from Thomas Campbell - press down **ED209** to **progress to the next level**.

IMPOSSABALL

Thomas Campbell pops up again with a neat tip for this great Hewson game. Hold down **CHEAT** on the title screen and then you can press **L** to move onto the **next level**.

DIZZY

Yet another Thomas Campbell cheat - type in **TROWBRIDGE** when the game is paused to get **infinite lives**.

RENEGADE III

Thomas Campbell again - hold down **1, I, Q** and **T** on the title screen and you get **infinite lives**.

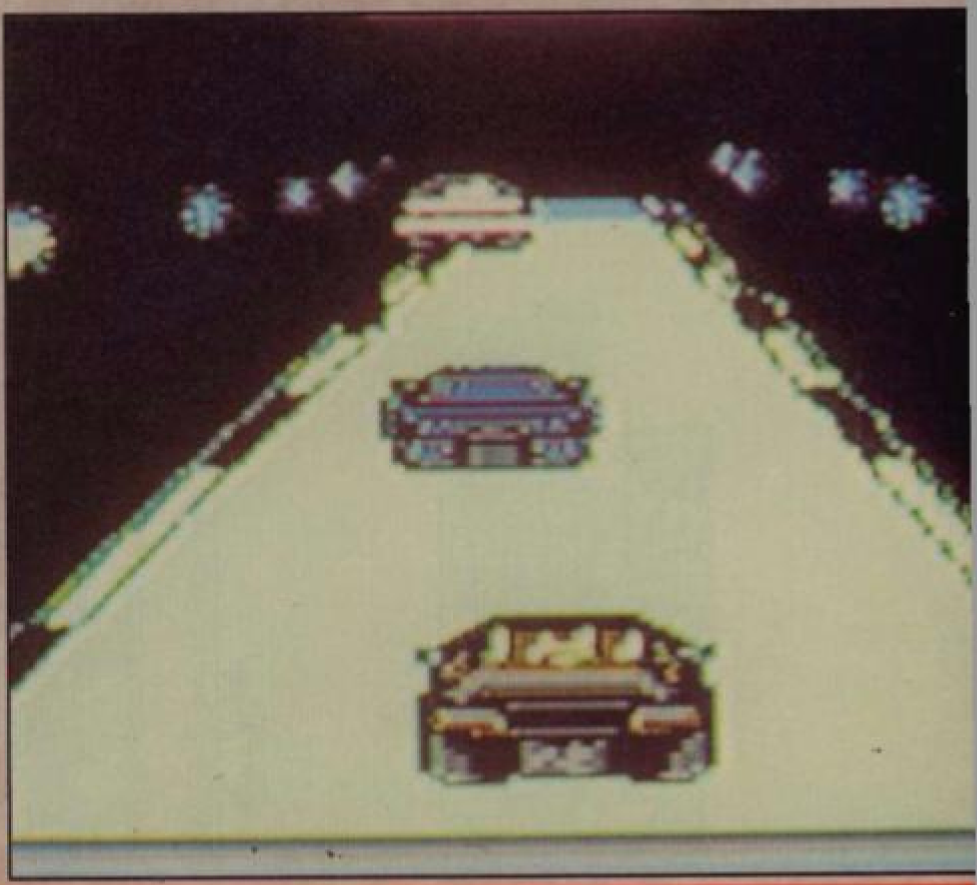
TREASURE ISLAND DIZZY

Guess who - it's Thomas Campbell with a great way to get around this game. Hold down **S, P, A, C** and the **SPACE BAR**. Now when you press **C** you **disappear** and **SPACE** makes you **re-appear**. Why? Well, when you've disappeared pressing **M moves the map about!**

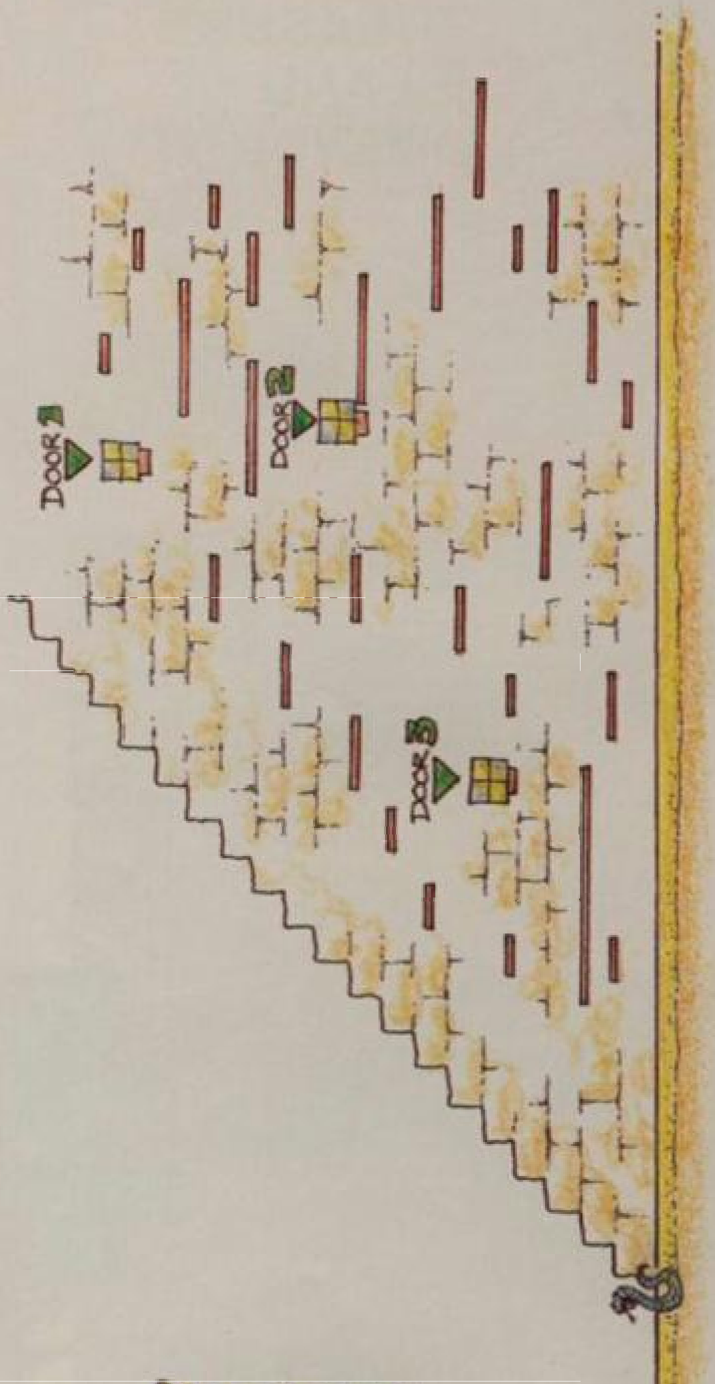
C64

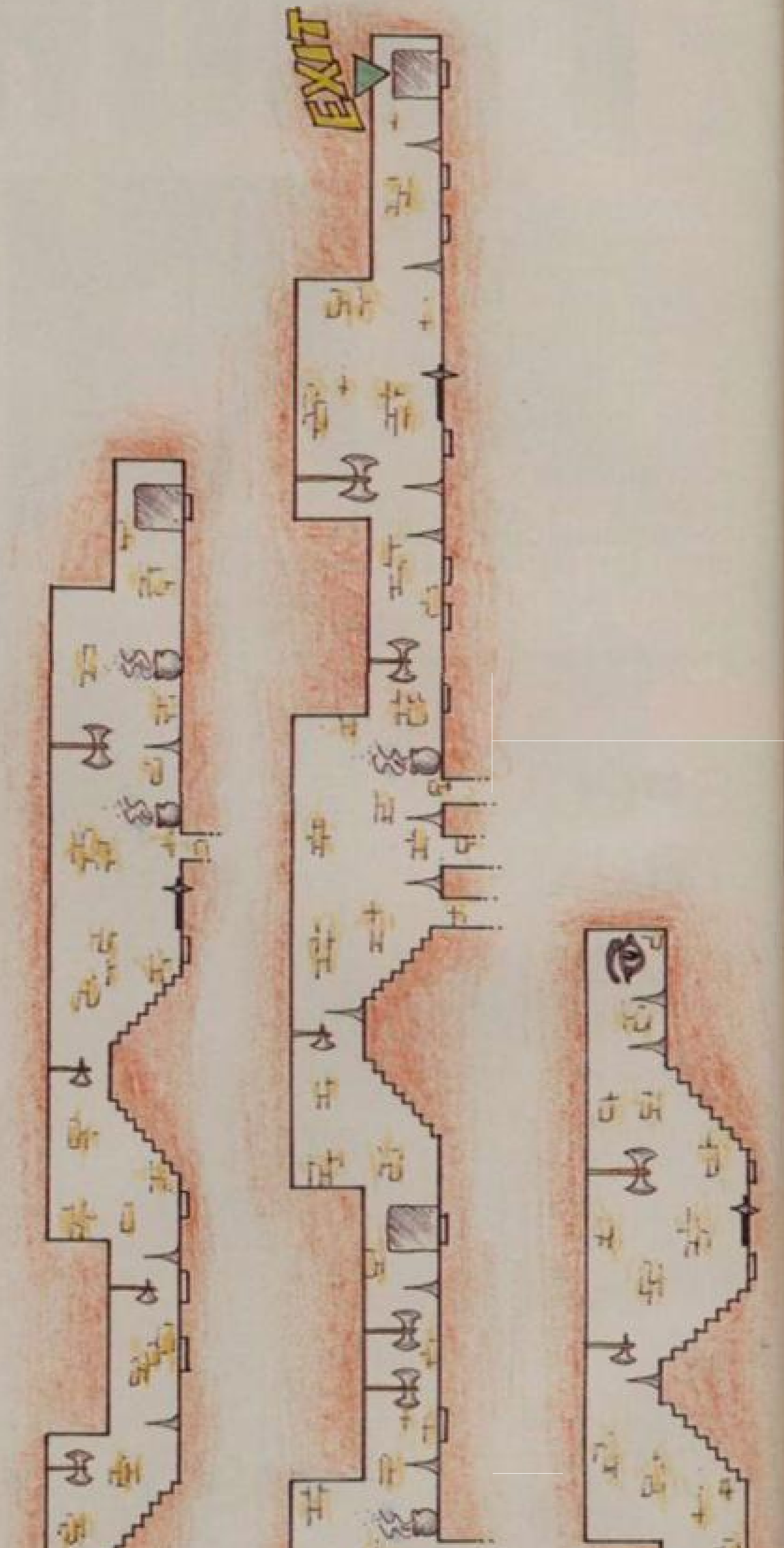
CHASE HQ

Hold the fire button down and while it's depressed type **GROWLER**. Whenever the timer is getting low, press **T** and you'll **reset the clock!** Cheers to Trevor Clarke of Edgbaston, Birmingham for that!



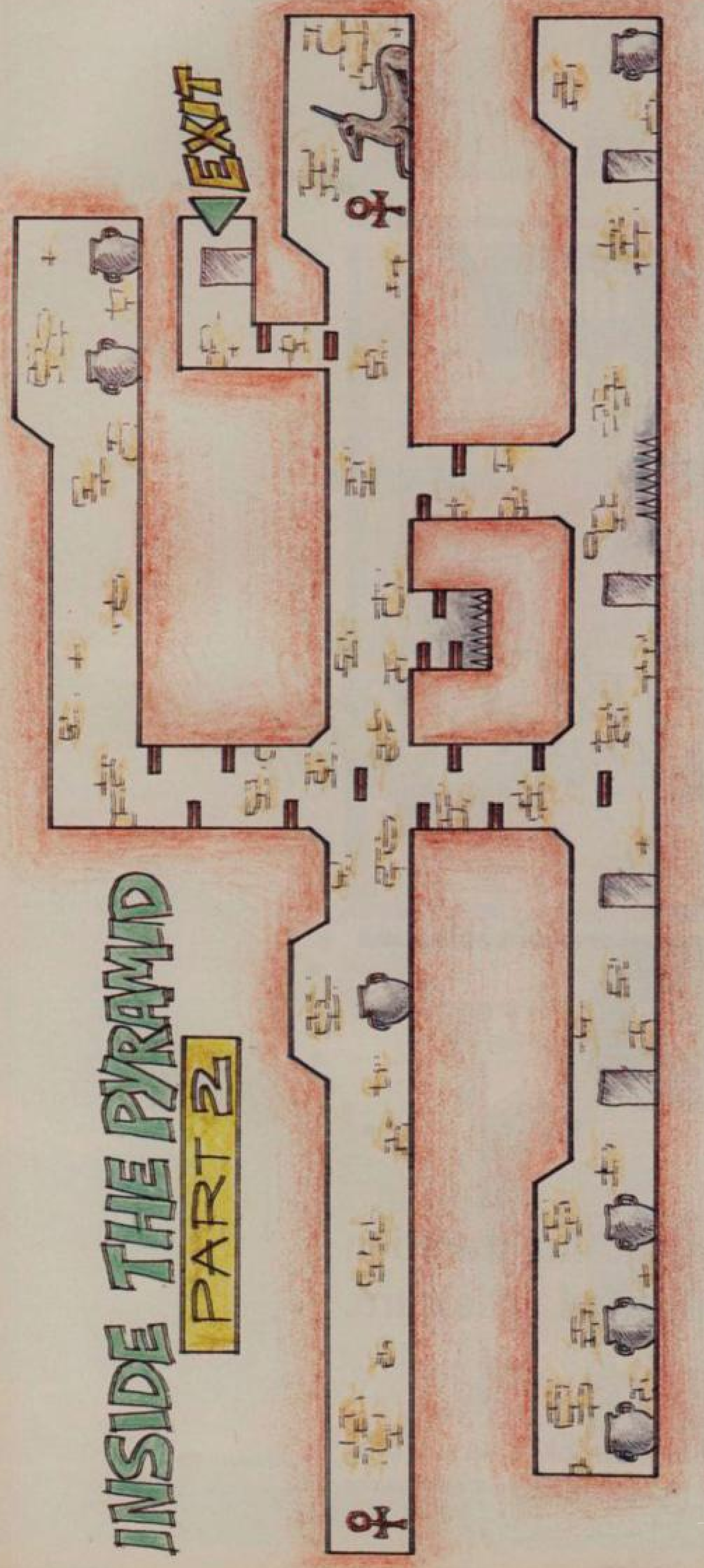
MYTH MA


LEVEL 3
OUTSIDE THE PYRAMID
PART 1
DOOR 1
DOOR 2
DOOR 3

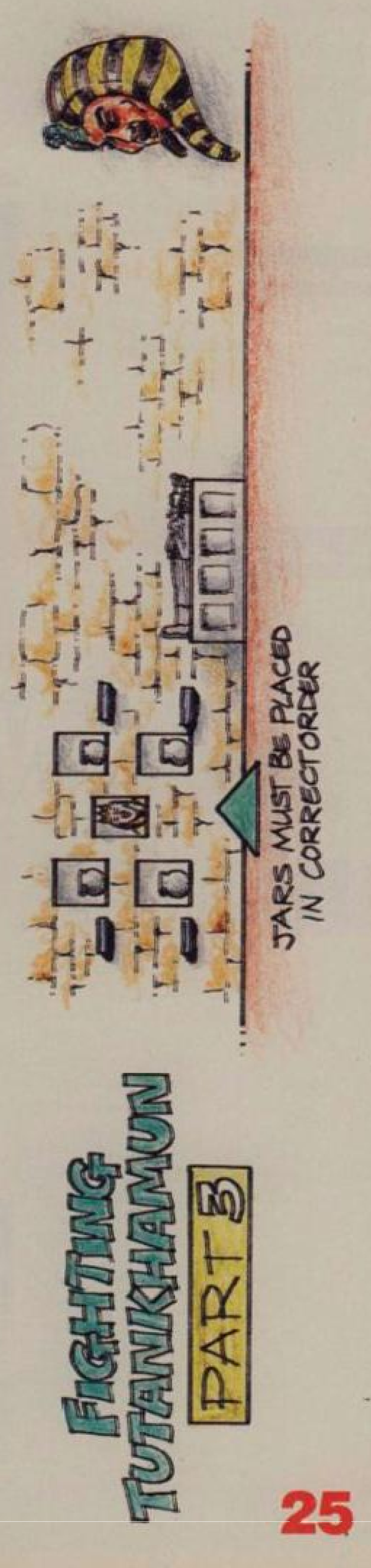

TUNNEL TRAPS
PART 1
TUNNEL #1
TUNNEL #2
TUNNEL #3
EXIT

APS LEVELS 3 AND 4

INSIDE THE PYRAMID PART 2



FIGHTING TUTANKHAMUN PART 3



JARS MUST BE PLACED IN CORRECT ORDER

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Your venue:

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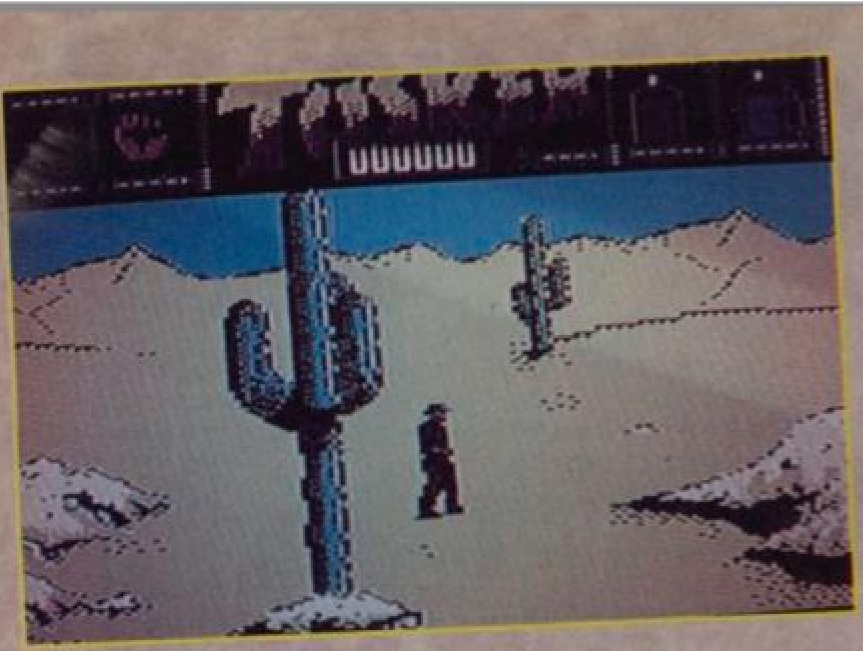


CABAL

Gilles from Belgium has been POKEing around as has discovered that if you reset the machine on the title screen and type **POKE 9905,189** and **POKE 9173,189** and restart the machine with **SYS 2097** and you'll find that you've got **unlimited lives and grenades**. Happy blasting.

MYTH

Trevor Clarke has a neat tip for this. Keep the **SHIFT LOCK** key depressed while the game loads and you'll magically **start on level 2** - the only problem is that you don't have the sword. You should be able to battle your way through using firebolts collected from the Harpies and eventually get to level 3. Now deliberately lose all your lives and lo and behold, the next section loads and you'll have the sword in your armoury!

TUSKER

I haven't been able to test this cheat out 'cos we haven't got a copy of the game here - it sounds too good to be true, but try it anyway. On any round, go to the bottom of the screen, right from where you start, put the joystick into the other port, press fire and you'll be magically transported to the end of the round with all items and weapons! Cheers to Sean Thompson of Dublin for sending that in.

MEGA-DRIVE

GOLDEN AXE

Having problems with this brilliant hack 'n' slash epic? Then simply listen to this advice sent in by K Mason of Crewe, Cheshire and you should be able to beat Death Adder. Primary advice is to choose Gilius Thunderhead the dwarf - he's the best character. Now onto the baddies themselves...

HENNINGER/ LONGMOAN

Get in close and hack away until you can pick up and throw away.

SKELETON

These are some of the hardest characters to kill. Their most deadly attacking move is the jumping slash, so watch out for that and react instantly by backing away. Use running head butts, or else quickly get in close and hack away, then back off.

ZUBUROKA

Just be careful of her axe, otherwise treat the same as Henninger/Longmoan.

BAD BROS

The best thing to do is stay still, let them dive, dodge, then slash repeatedly. If you're feeling brave, the running head butt is a pretty good move, too.

LT BITTER

Use the running head butt - you need to do loads - but eventually they'll die.

DEATH ADDER

Kill the two skeletons first, then attack Death Adder using overhead slashes and running head butts - be quick or he'll lash out at you. The other thing to remember is don't stand too far away or he'll use magic against you.

DEATH BRINGER

The skeletons here are well hard - overhead slashes or deft running head butts are the only things that'll kill them quickly. Then use the same tactics as above and watch out - he lashes out very quickly after he gets up, so be prepared to knock him over again the second he gets up. And again, don't stray too far from him or he'll use his magic - and his magic is very powerful.

SUPER SHINOBI

A very useful tip I discovered while playing is if you go to the options screen, **select 00 shurikens** and then **press the START button as fast as you can**, after a second or so, the two zeros join together to form an infinity sign, meaning you've got **infinite shurikens**! Now on with the rest of the tips, which were kindly supplied by ace Megadrive gamesters, Tim Bullock and Simon Walklate who live in Stoke, and Alex Bentley, London SW6.

LEVEL ONE: SAMURAI

Somersault onto the platform at the far left hand side of the screen, select Ninjitsu Kariu and use it, then just keep somersaulting and shooting when he is slashing downwards until he explodes.

LEVEL TWO: DISCO NINJA

This guy somersaults all over the screen and throws one shuriken. Crouch, and when he lands, kick or slash him. Keep on doing this until he turns brown. Select Ninjitsu Kariu and use it. If he's still alive, use the crouching technique again - watch out because he throws four shurikens now - and throw shurikens whenever you can.

LEVEL THREE: THE MACHINE

Walk to the right of the screen and somersault through the second laser onto the back of the machine. Select Kariu when the brain in a jar is visible and use it. Wait until the laser gets on top of you and then jump up and left to get up the step. Then wait until the laser gets on top of you again and then walk down. Keep doing this until the brain re-appears, then crouch and shoot it. Jump back onto the step and repeat the above procedure. It takes about 11 shots to destroy it, so be patient and keep at it.

LEVEL FOUR: THE ROBOT

It looks human, but throws cars and engines at you. To destroy it make sure that you have at least three men because you need to use Mijin Ninjitsu. Select this magic twice, then select Ninjitsu Kariu and use it. If the robot is still alive (very doubtful), somersault and shoot it - it should only take a couple of shots to make it explode.

LEVEL FIVE: THE MISSILE

The missile has three weak spots which all must be destroyed. These are situated in the middle, to the left and to the right of the truck and can either be shot or kicked. There is a blue drip from a crack in the missile which flows from the right of the screen to the left - watch out for it and jump over it. It's best to destroy the middle weak spot first because it stops the flame thrower from firing at you.

LEVEL SIX: SUPERHERO

The superhero starts of as Spiderman, then after being hit a few times turns into Batman. First select Ninjitsu Kariu and use it. He should then turn into Batman and fly slowly around the screen. Jump and shoot at him and he'll gradually change colour and after a number of shots will explode.

LEVEL SEVEN: GODZILLA

Don't bother trying to shoot him. Select Minjin magic and use it three times. If he's not dead after the third time, select Ninjitsu Kariu and use it.

LEVEL EIGHT: THE MASTER

Magic has no effect on this guy, so use your shield. In the background you'll notice your girlfriend being crushed to death by a wall. The only way to stop the wall is to keep shooting into the hole either to the left or right of the screen every few seconds.

The best way to destroy the Master is easy. Crouch down and walk towards him. Keep a little space between you and the Master while he's swinging his wig so it doesn't hit you. Every few seconds he tries to whip you - stay in the crouch position and shoot him once, then jump away immediately as he throws his wig at you. If you keep on shooting through the holes and use the crouch method, you should be able to defeat him fairly easily. Now sit back and watch the end sequence...

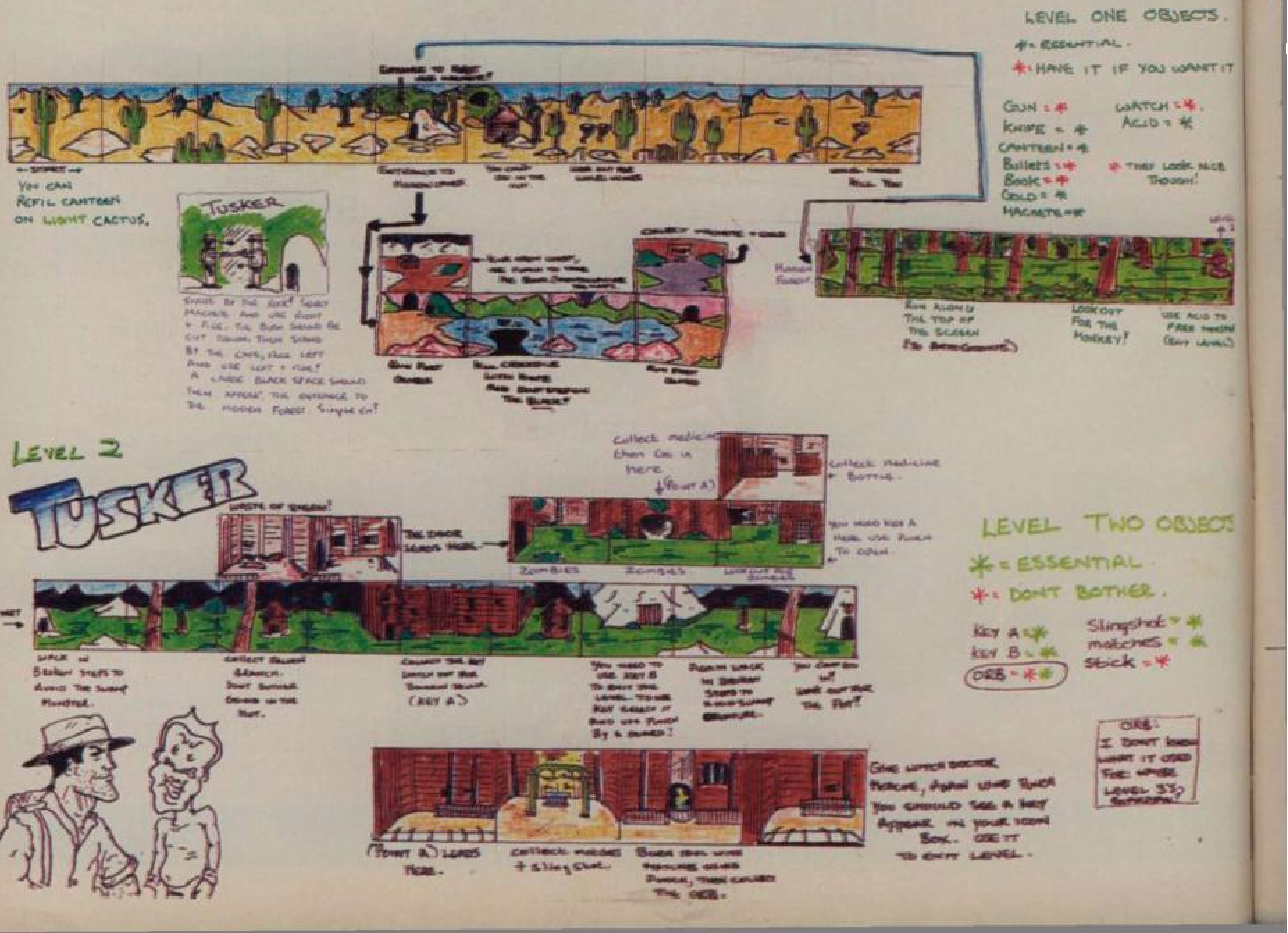
HIDDEN ITEMS

LEVEL 1-2

Just as you're falling into the underground tunnel, fire and you'll reveal 50 knives.

LEVEL 1-2

When you come out of the underground tunnel, walk right until you come to two


LEVEL ONE OBJECTS.
✱= ESSENTIAL.
✱= HAVE IT IF YOU WANT IT
GUN = ✱
KNIFE = ✱
CANTEEN = ✱
Bullets = ✱
Book = ✱
GOLD = ✱
MACHETE = ✱
WATCH = ✱.
ACID = ✱
✱ THEY LOOK NICE THOUGH!
← START →
YOU CAN REFIL CANTEEN ON LIGHT CACTUS.
TUSKER
STAND BY THE ROCK! SELECT MACHETE AND USE RIGHT + FIRE. THE BUSH SHOULD BE CUT DOWN. THEN STAND BY THE CAVE, FACE LEFT AND USE LEFT + FIRE! A LARGE BLACK SPACE SHOULD THEN APPEAR. THE ENTRANCE TO THE HIDDEN FOREST. Simple eh?
ENTRANCE TO HIDDEN CAVES
YOU CAN'T GO IN THE HUT
HIDDEN FOREST
RUN ALONG THE TOP OF THE SCREEN (NO BACKGROUND)
LOOK OUT FOR THE MONKEY!
USE ACID TO FREE NATIVE (EXIT LEVEL)
LEVEL 2
LEVEL 2
TUSKER
Collect medicine then Go in here ↓(POINT A)
Collect medicine + Bottle.
WASTE OF SPACE!
THE DOOR LEADS HERE.
YOU NEED KEY A HERE. USE PUNCH TO OPEN.
ZOMBIES
ZOMBIES
LOOK OUT FOR ZOMBIES
START →
WALK IN BROKEN STEPS TO AVOID THE SWAMP MONSTER.
COLLECT FALLEN BRANCH. DON'T BOTHER GOING IN THE HUT.
(KEY A)
YOU NEED TO USE KEY B TO EXIT THE LEVEL.
AGAIN WALK IN BROKEN STEPS TO AVOID SWAMP CREATURE.
YOU CAN'T GO IN! LOOK OUT FOR THE PIT!
LEVEL TWO OBJECTS
✱ = ESSENTIAL.
✱ = DONT BOTHER.
KEY A = ✱
KEY B = ✱
ORB = ✱✱
Slingshot = ✱
matches = ✱
stick = ✱
ORB: I DONT KNOW WHAT IT USED FOR. MAYBE LEVEL 3? SOMEWHERE?
GIVE WITCH DOCTOR MEDICINE, AGAIN USE PUNCH YOU SHOULD SEE A KEY APPEAR IN YOUR ICON BOX. USE IT TO EXIT LEVEL.
(POINT A) LEADS HERE.
COLLECT MATCHES + Slingshot.
THEN COLLECT THE ORB.

moving platforms. If you jump in between them and fire to the right you'll reveal an extra life.

LEVEL 3-1

At the end of this level stand on the last pillar and fire to the right to reveal an extra magic.

LEVEL 3-2

Stand on the second lift and on your way down fire at the bottom crate to reveal an extra life.

LEVEL 3-2

On the very last lift stay at the bottom. To your right is a door - shoot just above it and you'll reveal an energy block.

LEVEL 4-1

At the very start do a spin jump and spray your knives to reveal an extra magic.

LEVEL 4-2

At the very start do a spin jump and spray your knives to reveal an extra life.

LEVEL 5-1

At the start, turn to your left and jump as high as you can and fire to reveal an extra magic.

LEVEL 5-2

At the end just before the exit sign there's a little platform. Jump onto it and use Ninjitsu of Kariu to reveal an extra life.

LEVEL 6-2

At the end of the train, go underneath the exit sign, turn left, crouch down and fire to get an extra magic.

ST

CHASE HQ

This great tip from Colin Young of Northern Ireland also works on the Amiga version - so try it out. When the title screen appears, **start tapping the SPACE bar** at high speed, and keep tapping it until the game loads. Now you should be able to **travel at over 1000 kmh**. Also holding down joystick fire and the left mouse button and typing **GROWLER** lets you **reset the clock by pressing T**.

GHOULS 'N' GHOSTS

Chris Beverly of London NW1 has discovered that if you start the game as normal, then type in **STEPHEN BROADHURST** you'll activate the **cheat mode**. He doesn't say whether or not you have to press space between the forename and surname - so try both ways.

AMIGA

BATTLE SQUADRON

Type in **CASTOR** at any time during the game and the screen flashes green to indicate that the **cheat mode** is operational. Ta very much to Colin Young for that.

DRAGON'S LAIR

Here's a classic cheat from Marc Holgate of Colchester. Start the game, let Dirk walk across the drawbridge and then press **ESC, L, N, R, 7** simultaneously to put the game into **auto-play mode**. Dirk will now complete the game on his own!

X-OUT

If you're constantly running out of dosh, cast your beady eye over this juicy cash 'n' carry tip from Richard Lea of Stoke. On the equipment screen, **select the white bug-shaped ship** and put it in the grid area. **Choose the single orange-coloured laser**, drag it up to the face of the shop owner and **keep clicking on the left mouse button** and you'll get **500,000 credits**. Now arm yourself with the biggest and best weapons and kill, kill, kill!!!

XYBOTS

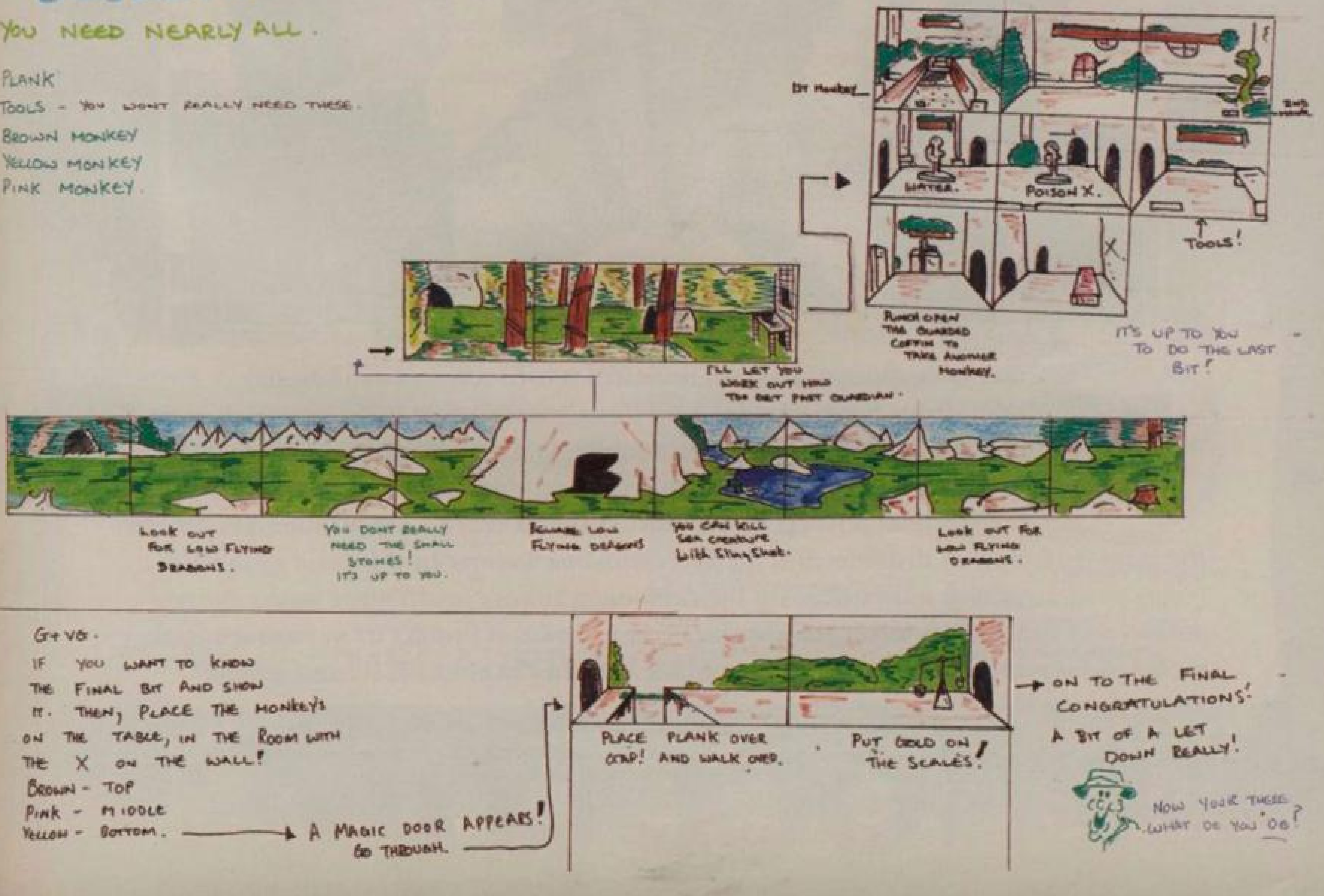
Enter **ALF** as your name in the highscore table to get **unlimited energy** on your next go. Marc Holgate discovered that one.

LEVEL 3 OBJECTS.

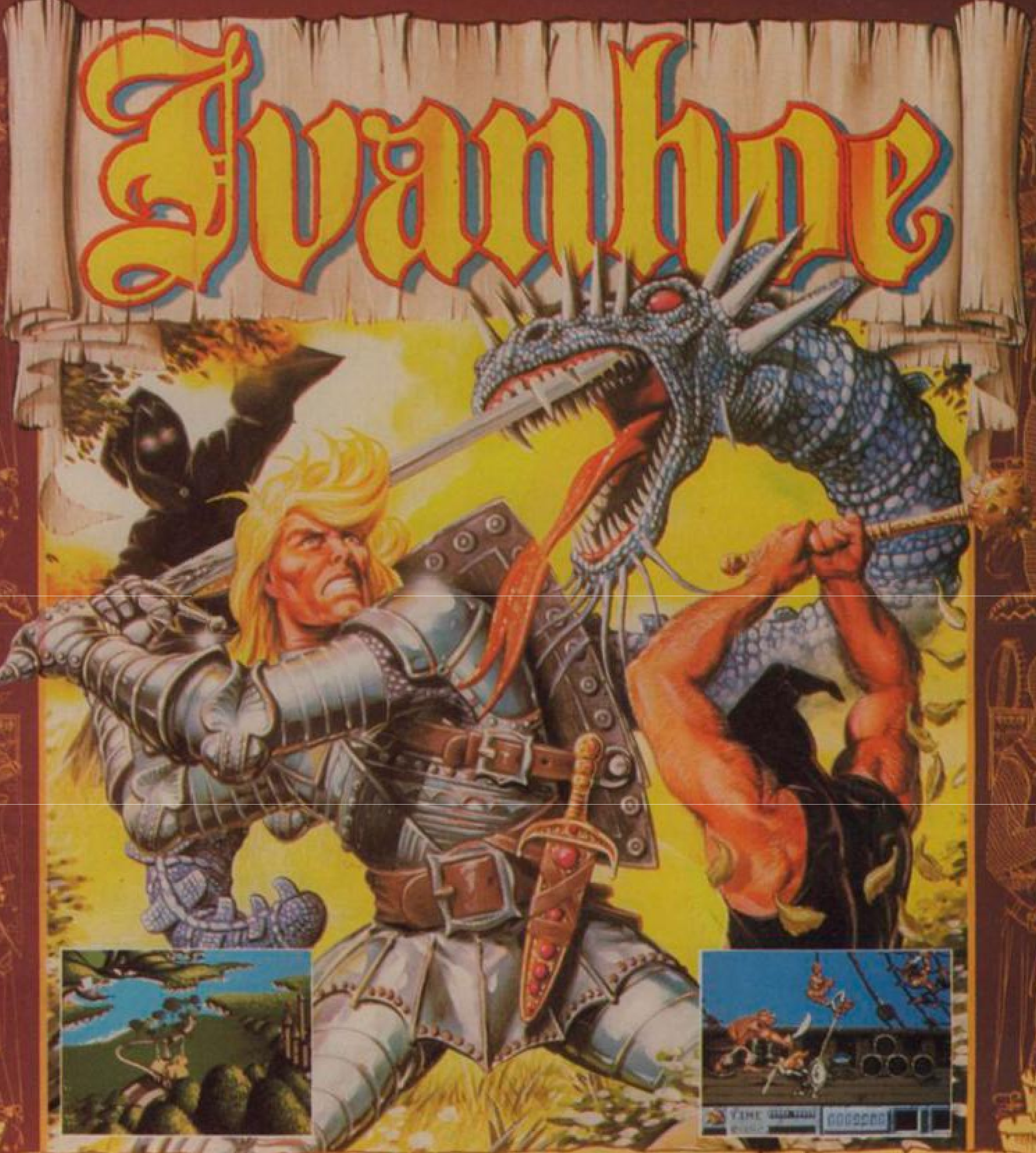
YOU NEED NEARLY ALL.

PLANK
TOOLS - YOU WONT REALLY NEED THESE.
BROWN MONKEY
YELLOW MONKEY
PINK MONKEY.

G+VG.
IF YOU WANT TO KNOW THE FINAL BIT AND SHOW IT. THEN, PLACE THE MONKEYS ON THE TABLE, IN THE ROOM WITH THE X ON THE WALL!
BROWN - TOP
PINK - MIDDLE
YELLOW - BOTTOM. → A MAGIC DOOR APPEARS! GO THROUGH.


1st Monkey
2nd Monkey
WATER.
POISON X.
TOOLS!
PUNCH OPEN THE GUARDED COFFIN TO TAKE ANOTHER MONKEY.
IT'S UP TO YOU TO DO THE LAST BIT!
I'LL LET YOU WORK OUT HOW TO GET PAST GUARDIAN.
LOOK OUT FOR LOW FLYING DRAGONS.
YOU DONT REALLY NEED THE SMALL STONES! IT'S UP TO YOU.
BEWARE LOW FLYING DRAGONS
YOU CAN KILL SEA CREATURE WITH SLINGSHOT.
LOOK OUT FOR LOW FLYING DRAGONS.
PLACE PLANK OVER GAP! AND WALK OVER.
PUT GOLD ON THE SCALES!
→ ON TO THE FINAL CONGRATULATIONS! A BIT OF A LET DOWN REALLY!
NOW YOUR THERE WHAT DO YOU DO?

THE MIGHTY LEGEND



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HIGH SCORES

Welcome once again to the Official UK Highscore Table, where top players register the records the rest of the country have to beat. All scores are checked by a panel of experts before they're included - so if you're a record breaker make sure you note down your score correctly because any discrepancies will result in disqualification from the tables. Send your scores, on postcards or sealed-down envelopes only, to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALTERED BEAST
570,900 Hywel Davies, Maehen, Gwent
AMERICAN PRO FOOTBALL
111-0 Alan McPherson, Giffnock, Glasgow
ASTRO WARRIOR
1,270,200 Daniel Greetham, Tamworth, Staffs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
938,800 Tony Holdford, Colchester
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,116,700 M G Baker, E Grunstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 87,520 Hywel Davies, Maehen, Gwent
FOOTBAG: 139,930 Stefan Borson, Manchester
SURFING: 9.5 Adam Took, Leeds
SKATING: 4820 Stefan Borson, Manchester
BMX: 154,950 Daniel Curley, Ancoats, Manchester
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON
619,460 Andrew Jackson, Jarrow, Tyne & Wear
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
1,388,500 James Denham, London
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
70 Alan McPherson, Giffnock, Glasgow
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
14,978,820 Hywel Davies, Maehen, Gwent
OUT RUN
54,818,580 Iain Gentry, Hillingdon, Middx
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
553,800 Lee McNaughton, Cheshunt, Herts
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
86,050 Neil Kelly, Isleworth, Middlesex
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend, Essex
RESCUE MISSION
574,000 Martin Fox, Beeston, Beds
R-TYPE
7,499,300 Hywel Davies, Maehen, Gwent
SAFARI HUNT
6,017,900 Gareth Clark, Banbury, Oxon
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
17,214,740 Matthew Horne, London
THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
350,100 Wai-Yin Man, Brighton, E Sussex
WORLD SOCCER
33-0 Peter Garnett, Knutsford, Cheshire
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

ALTERED BEAST
2,209,900 Joel Cullen, Hants
FORGOTTEN WORLDS
571,300 Paul Stokes, Aberdare, Wales
GHOULS AND GHOSTS
218,400 James Adams, Cornwall
GOLDEN AXE
229.0 Matthew Davidson, Croydon, Surrey
RAMBO III
893,550 Matthew Davidson, Croydon, Surrey
SPACE HARRIER II
26,510,700 Christopher Giles, Ashford, Kent
SUPER HANG-ON
Beginner: 36,280,720 Glen Williams, London
Junior: 36,177,880 Glen Williams, London
Senior: 30,810,090 Glen Williams, London
Expert: 51,872,300 Glen Williams, London
SUPER SHINOBI
1,374,200 Wai Lin Man, Brighton, Sussex
THUNDERFORCE II
1,409,060 Joel Cullen, Hants

NINTENDO

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad, Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
917,000 Tom Wennberg, Halmstad, Sweden
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
OPERATION WOLF
983,029 Roy Gay, Brixton, London
PRO-AM RACING
305,692 M C Warlock, Plymouth
RUSH 'N' ATTACK
1,203,700 Paul Stokes, Aberdare, Wales
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Stage 7-2 Danny Stevens, Stratford
TOP GUN
175,000 M C Warlock, Plymouth

GAMEBOY

SUPER MARIOLAND
682,440 Gas Goumas, Athens, Greece
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
BLOODY WOLF
1,084,100 Satnam Bains, Southall, Middlesex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999.999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
2,644,900 Gareth Harper, Co Londonderry, N Ireland
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
227,250 Anthony Bird, Cheshire
ORDYNE
266,710 Danny Bannister, Streatham, London
P-47
1,118,300 Steve Creasey, Dorking, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SIDEARMS
1,191,500 William Azzoug Spalding, Lincs ire
SON SON II
806,870 Paul Copsey, Nr Southend, Essex
SPACE HARRIER
31,271,260 Anthony Bird, Cheshire
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
19:22:23 Satnam Baines, Southall, Middlesex
VIGILANTE
99,990 Anthony Bennett, Worksworth, Derbyshire

C64

ALTERED BEAST
356,400 C Maddocks, Killamarsh, Sheffield
APB
49,655 C Maddocks, Killamarsh, Sheffield
ARKANOID
564,900 Graham Gurgan, Co. Down, N Ireland
ARMALYTE
35,511,100 Gustaf Sjoblom, Saudi Arabia
BATMAN - THE MOVIE
616,420 Gaspart Arnand, Belgium
BOMBUZAL
326,060 Jack Howarth, Failsworth, Manchester
BLASTEROIDS
3,562,950 Graham Gurgan, Co. Down, N Ireland
BUBBLE BOBBLE
6,341,420 Kevin Killen, Romford, Essex
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
DALEY THOMSON'S CHALLENGE
10,670 Tony Repo, Helsinki
DENARIS
417,700 Carl Patterson, Walsall, W Midlands
DRAGON NINJA
760,000 Matthew Hill, Adelaide, Australia
GREAT GIANNA SISTERS
128,628 Gaspart Arnand, Belgium
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,999 Andre Hastings, Australia

HIGH SCORES

MICKEY MOUSE
567,650 Daniel King, Manchester
NEW ZEALAND STORY
3,415,600 Luke Hetherington, Yeovil
OPERATION WOLF
1,000,300 B Hardcastle, Cranleigh, Surrey
PACMANIA
1,950,220 Mark Henn, Highgate, London
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAMBO III
962,400 Wolfman D, Nelson, Lancs
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
678,360 Luca Ceccarelli, Tirli, Italy
SALAMANDER
303,400 David Leitch, Milton, Glasgow
SILKWORM
1,288,900 Christer Bjorkman, Finland
TEST DRIVE II
203,850 Paul Warwick, S Victoria, Australia
THUNDERBLADE
2,044,190 J M Clayton, Ryton, Tyne & Wear

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
473,000 Gary Liew, London
ARKANOID
730,390 Julian Rignall, C+VG
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BACKLASH
1,450,800 James Boyd, London
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
CONTINENTAL CIRCUS
3,555,370 Neil Evens, CHeltenham, Gloucestershire
DRAGON NINJA
110,120 Philip Hogg, Liverpool, Merseyside
DYNAMITE DUX
562,500 Alex Ware, Sheffield
ELIMINATOR
4,240,730 Colin Tracey, Colchester, Essex
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FLYING SHARK
4,283,920 Neil Evans, Cheltenham, Gloucestershire
FORGOTTEN WORLDS
59,300 Timothy Hodges, Peterborough, Cambs
GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
IK+
243,600 Andrew Newton, Wigan
IKARI WARRIORS
77,550 Craig Sutherland, Scone, Scotland
INDIANA JONES ARCADE
14,100 Tim Beer, Streatham, London SW16
LED STORM
806,950 Richard Davis, London
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks
OPERATION WOLF
308,400 David Chung, Leeds, N Yorks
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
20,550 Ian Currigan, Birmingham
POWERDRIFT
1,484,429 Philip Hogg, Liverpool, Merseyside
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
RETURN OF THE JEDI
208,911 Andrew Smart, Rossendale, Lancs
ROBOCOP
401,220 Aaron Kramer, Morayshire
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE HARRIER
6,143,100 Ben Key, Sheffield
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,684,896 Stephen Simpson, Otley, W Yorks
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
34,819,671 Paul Lomas, Cannock, Staffs
SWITCHBLADE
243,540 Paul O' Keeffe, London SE14
THUNDERBLADE
618,510 Richard Davis, London
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
8,944,860 Colin Tracey, Colchester, Essex
XENON II
1,556,850 Colin Tracey, Colchester, Essex

AMIGA

AFTERBURNER
16,189,480 Remko de Gilde, Holland
BARBARIAN II
676,753 Daniel Sprangers, Gressendam, Holland
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
177,550 Tim Lehane, Co Cork, N Ireland
CASTLE WARRIOR
805,261 Lior Meiry, Israel
CONTINENTAL CIRCUS
4,854,320 A Lepri, Genova, Italy
DATASTORM
667,370 Mark Schokker, Wintersburgh, Holland
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
DOUBLE DRAGON II
111,150 Simon Deal, Camberley, Surrey
FORGOTTEN WORLDS
742,190 Philip Newland, Beckenham, Kent
GUNSHIP
61,480 Fred Newberg, Dusseldorf, W Germany
HYBRIS
2,171,775 Miguel Lima, Portugal
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
1,093,970 Colin Tracey, Colchester, Essex
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
37,450,320 Colin Tracey, Colchester, Essex
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
POWERDRIFT
1,738,600 Ole Jensby, Thisted, Denmark
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
3,245,336 A Lepri, Genova, Italy
ROBOCOP
374,210 Philip Newland, Beckenham, Kent
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE ACE
22,650 Paul Rand, C+VG
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
590,650 Martin Hills, Sittingbourne, Kent
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE
79,750 Vidar Sorensen, Tromso, Norway
TEST DRIVE II
274,370 Petri Nissi, Finland
XENON II
7,692,280 David Hansson, Partille, Sweden

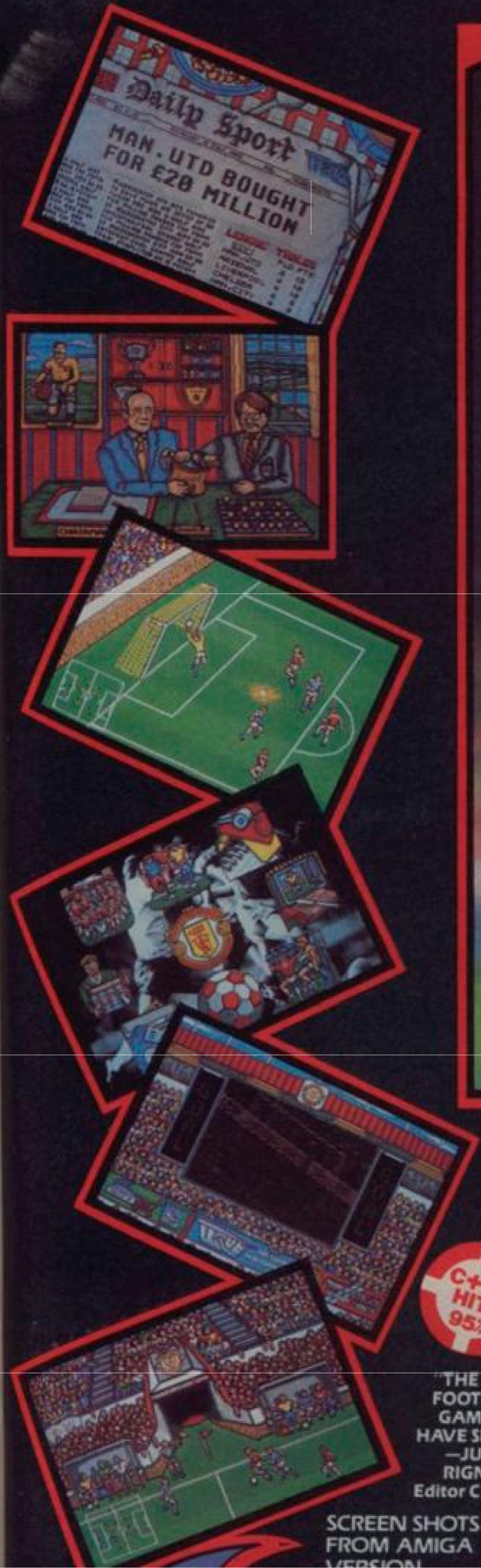
SPECTRUM

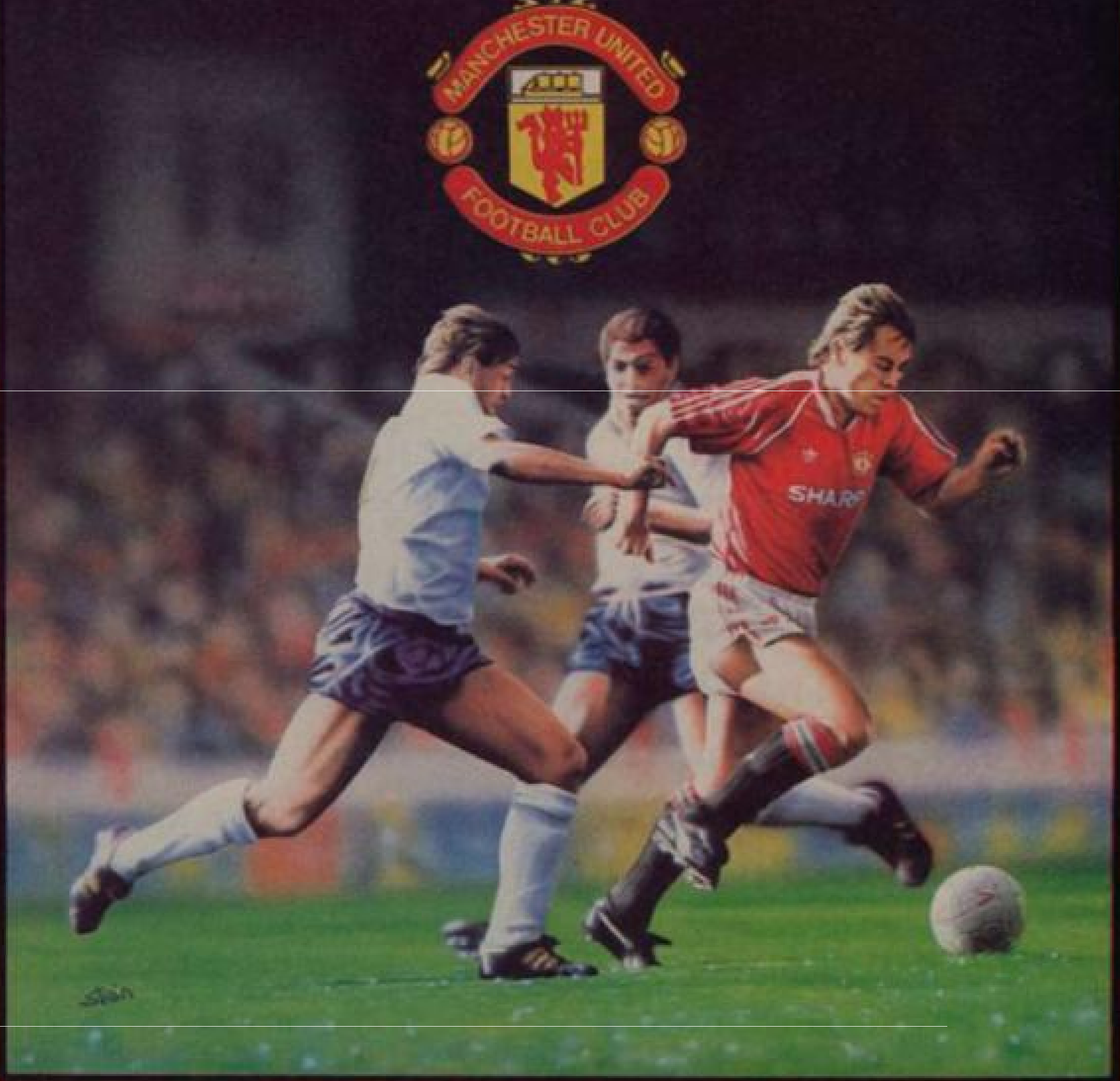
AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
374,090 Paul Macey, Caerleon, Gwent
CHASE HQ
12,888,960 Daniel Edwards, Chorley, Lancs
CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands
DOUBLE DRAGON
894,600 Fraser Spears, Birmingham
DRAGON NINJA
1,102,060 M C Warlock, Plymouth
FIREFLY
1,643,290 Robert Preston, Warley, W Mids
FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham
LAST NINJA II
999,999 Steven Symonds, Chard, Somerset
NEW ZEALAND STORY
501,300 Peter Barnes, Oakworth, Keighley
OPERATION THUNDERBOLT
174,200 James Thomas, Derby
OPERATION WOLF
914,830 Martin Hills, Sittingbourne, Kent
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
ROBOCOP
1,982,240 Fraser Spears, Birmingham
ROLLING THUNDER
318,420 Michael Turner, Downend, Bristol
SHINOBI
22,030 James Thomas, Derby
THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent
WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

AMSTRAD

AFTERBURNER
28,714,950 Thurstan Johnston, Richmond, Surrey
APB
$38,970 Andrew Buckly, Reading, Berks
BARBARIAN II
42,590 James Bell, West Wickham, Kent
BATMAN THE MOVIE
250,630 Scott McCulloch, Irvine, Scotland
BLASTEROIDS
106,850 Tim Goldsby, Cheltenham, Glos
BUGGY BOY
129,190 Neil Collman, Hemel Hempstead, Herts
CRAZY CARS
14,870,030 Karl Rudolf, Redditch, Worcs
CRAZY CARS II
752,966 Morten Ludvigsen, Nesna, Norway
CHASE HQ
11,237,425 Peter Drew, Birmingham
CYBERNOID II
136,250 Thurstan Johnston, Richmond, Surrey
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
1,090 225 James Sparshott, Orpington, Kent
DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos
GRYZOR
1,264,606 James Campbell, Welling, Kent
HARD DRIVIN'
122,479 John Gibson, Newcastle-Upon-Tyne
MR HELI
243,980 Ben Patchesa, Scaldwell, Northants
OPERATION THUNDERBOLT
171,200 John Gibson, Newcastle-Upon-Tyne
OPERATION WOLF
525,650 Scott McCulloch, Irvine, Scotland
OUTRUN
56,708,370 R McDonald, Thurnby, Leics
PAPERBOY
17,500 R Banino, S Ruislip, Middx
ROBOCOP
2,794,000 John Bristow, Erith, Kent
SOLOMON'S KEY
Paul Cayzer, Widnes
SORCERY PLUS
128,135 Ben Cumming, Eaglescliffe, Cleveland
TETRIS
24,280 James Lodge, Belper, Derbyshire
VINDICATORS
479,000 Giles Taylor, Eastleigh, Hants
WEC LE MANS
412,440 James Lodge, Belper, Derbyshire

MANCHESTER UNITED





THE OFFICIAL COMPUTER GAME

C+VG HIT! 95%

"THE BEST FOOTBALL GAME WE HAVE SEEN" —JULIAN RIGNALL, Editor C & VG

SCREEN SHOTS FROM AMIGA VERSION.

1.5 MB OF GRAPHICS OF WHICH 480K USED TO CREATE THE MANCHESTER UNITED FOOTBALL CLUB STADIUM OVER 15 SCREENS.

FEATURES INCLUDE:

1. FULL ARCADE GAME: PENALTIES, THROW-INS, CORNERS, FREE KICKS, ACTION REPLAY, SEE GOALS SCORED VIA REAL TIME DIGITISING, REFEREE AND LINESMEN.
2. MANAGEMENT GAME: FULLY ANIMATED ICON DRIVEN, TEAM SELECTION, INJURY LISTS, PLAYER STATUS, PLAYER TRAINING, MANAGEMENT REPORT, CUP DRAW WITH DIGITISED SPEECH FROM 5TH ROUND, TRANSFER MARKET, BUY AND SELL PLAYERS, LEAGUE TABLE.

AVAILABLE NOW: AMIGA AND ATARI ST.

COMING SOON: IBM PC, ARCHIMEDES, KONIX MULTI-SYSTEM, SPECTRUM (Cassette and Disk), CBM 64 (Cassette and Disk), AMSTRAD CPC (Cassette and Disk) and MSX (Cassette).

KRISALIS SOFTWARE LTD.

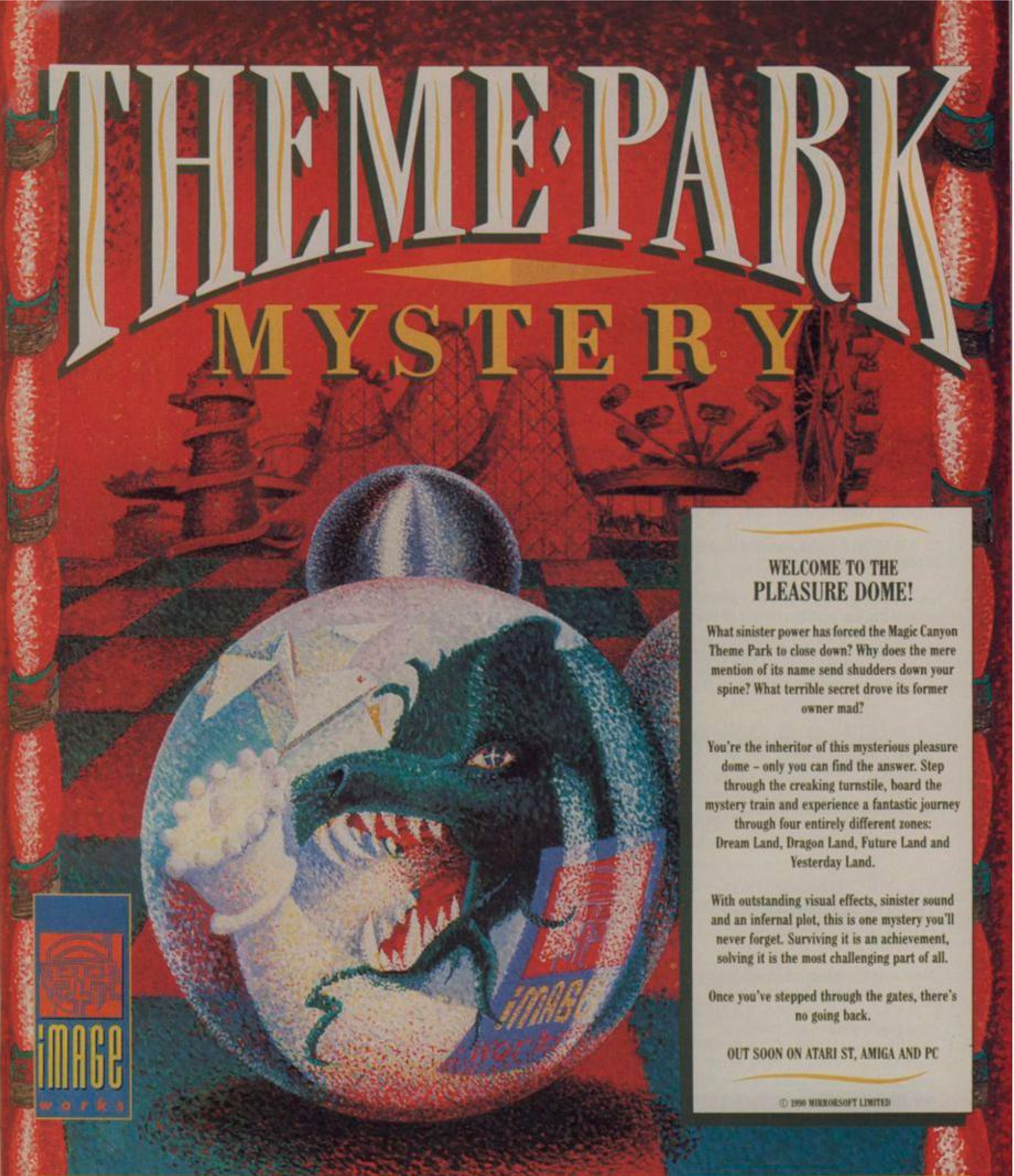
KRISALIS SOFTWARE, TEQUE HOUSE, MASONS YARD, DOWNS ROW, MOORGATE, ROTHERHAM S60 2HD

The C+VG Challenge

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancey, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

NAME...
ADDRESS...
....
TEL NO ....
GAME..
SCORE...
GAME..
SCORE...
GAME..
SCORE ....



WELCOME TO THE PLEASURE DOME!

What sinister power has forced the Magic Canyon Theme Park to close down? Why does the mere mention of its name send shudders down your spine? What terrible secret drove its former owner mad?

You're the inheritor of this mysterious pleasure dome – only you can find the answer. Step through the creaking turnstile, board the mystery train and experience a fantastic journey through four entirely different zones: Dream Land, Dragon Land, Future Land and Yesterday Land.

With outstanding visual effects, sinister sound and an infernal plot, this is one mystery you'll never forget. Surviving it is an achievement, solving it is the most challenging part of all.

Once you've stepped through the gates, there's no going back.

OUT SOON ON ATARI ST, AMIGA AND PC

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IMAGE WORKS, IRWIN HOUSE, 118 SOUTHWARK STREET, LONDON SE1 0SW TELEPHONE: 01 928 1454 FAX: 01 583 3494

THE ME

Continuing from last month, here are the rest of our special Birthday Issue Numbers - one of which is the big mega-prize of a real Turbo Outrun coin-op! To see if you've won, simply get last month's issue, check your personal number on the front cover and check the codes below using the code cracker below (we thought we'd better reprint it just in case you only kept your cover)!

HOW TO CRACK THE CODE

First of all grab a pencil and some paper - and a calculator if you don't think your brain can cope with some simple addition sums. Now, write the following numbers across the top of the paper drawing a line down the page between each one:

1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384 32768 65536 131072

Now you've got your Code Cracker! To convert the code number to a proper number, enter the code number underneath it, putting one number in each column like the example below. Then all you've got to do is add together the numbers that have a 1 underneath them and the proper number is revealed! Now you can see whether it matches your personal Megacomp Number.

Still confused? Well, let's take an example. We're using the first T-shirt number:

You put the code in like this...

1	2	4	8	16	32	64	128	256	512	1024	2048	4096	8192	16384	32768	65536	131072
0	1	0	0	1	0	0	1	0	0	0	1	0	0	1	0	0	1

Now add up those numbers with 1 under them, so that's
2+16+128+2048+16384+131072

And that equals... er... **149650.**

So if you have that number on the front of the magazine, you can claim for your prize by following the steps below. But before we get to that, here are more winning numbers!!

THE NUMBERS

FIRST THE BIG ONE...

101101100001001001
WINS A TURBO OUTRUN COIN-OP

NEXT COMES...

000111100011011110
WINS A PC ENGINE

100011101001111101
WINS A PC ENGINE

111111000100101001
WINS A PC ENGINE

010111101100010011
WINS A PC ENGINE

101111010111111110
WINS A PC ENGINE

COMP
+vid
GAM

U.S.G

EGACOMP

ALL THESE WIN US GOLD GAMES

101010001000101110
110101001000101110
100000011000101110
100101101000101110
100010100100101110
101001100010101110
100100000001101001
100010001110101001
100001000001111001
110000101100101001
100000100011100101
100100100100111011
111011001000100011
100100111010010101
100101011010111110
101101011010110110
100000001001010110
100110101000000001
000000001010000001
010010101001000001
001010101110010001
001011111111011110
011010101100010101
111010101001010110
101010010000010101
100101111111110101
010101010000100001
011100001100000001
001110101000011001
101100110010010001

ALL WIN SSI GAMES

101100100010001001
010111100010001001
001100110010001011
011100101110001011
110010100011101011
110001101110001011
011000111010001101
100110010010001101
001101101001000011
001100110101000101

WOT NO NUMBER???

If you missed last month's issue, you won't have a number. To get a personal number (or even increase your chances by getting another number!), write a cheque/PO for 1.75 made payable to C+VG and send it to... C+VG SPECIAL BACK ISSUE SERVICE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU, and we'll send you a copy of last month's issue - complete with number - by return post. You never know, you could win yourself a PC Engine or even a real Turbo Outrun coin-op - after all, there were even more winning numbers printed last month, and they're still valid! What are you waiting for - get going.

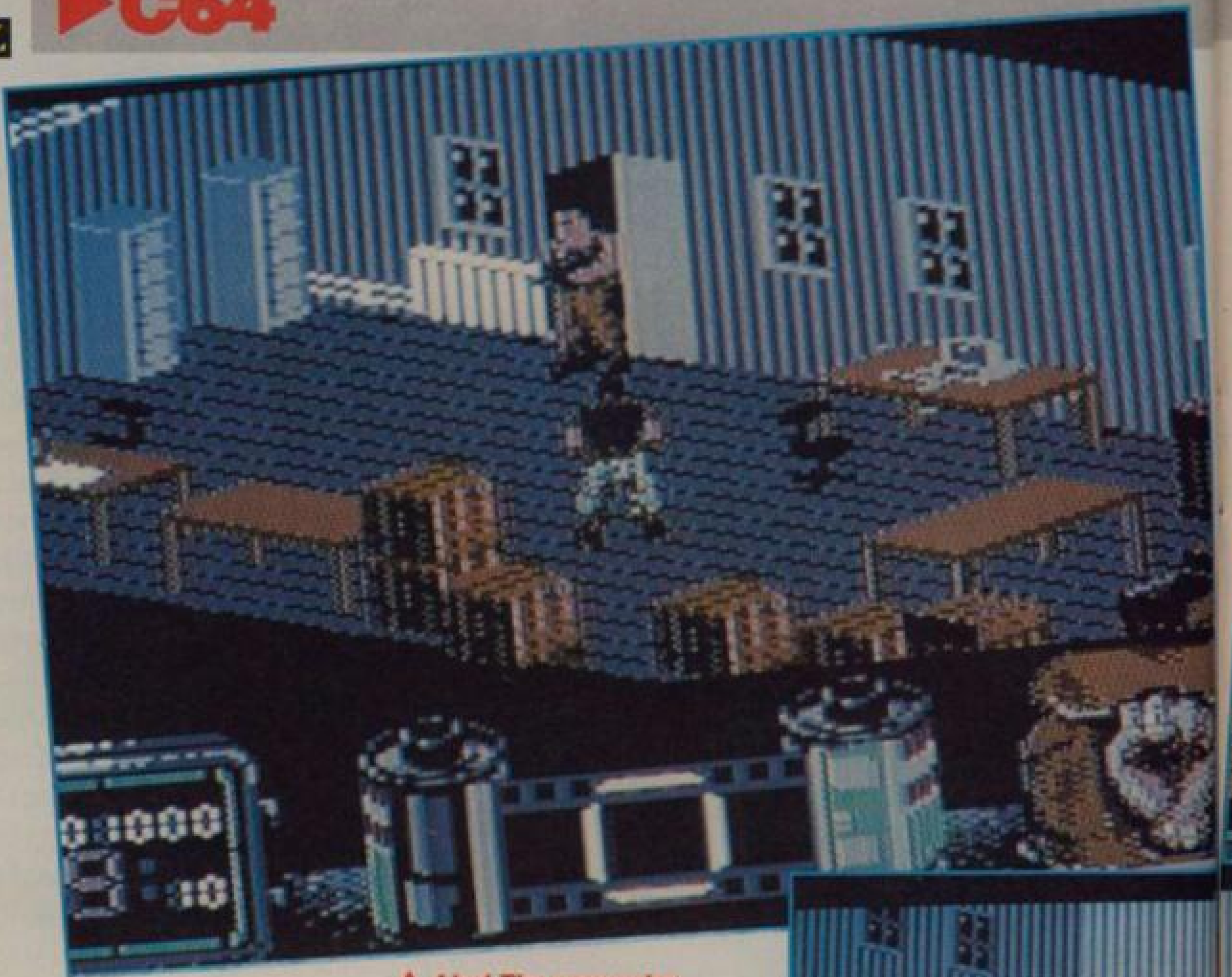
HOW TO CLAIM YOUR PRIZE

If you've got a winning number and want to claim your prize, send the ENTIRE MAGAZINE COVER along with your name and address to: C+VG MEGACOMP CLAIMS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Please state which prize you're claiming for - if it's a valuable one, we suggest that you send the cover by recorded delivery.

Any incomplete, torn, disfigured or otherwise mutilated numbers will be disqualified from the competition. C+VG accept no responsibility for entries lost or mutilated in the post. The Editor's decision is final, and no correspondence shall be entered into.

BY SYSTEM 3

VENDETTA

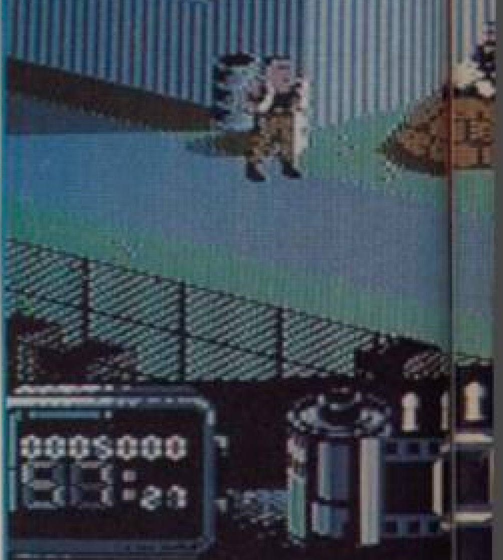


▲ *Aha! The computer might be worth investigating, if you've got the right software...*

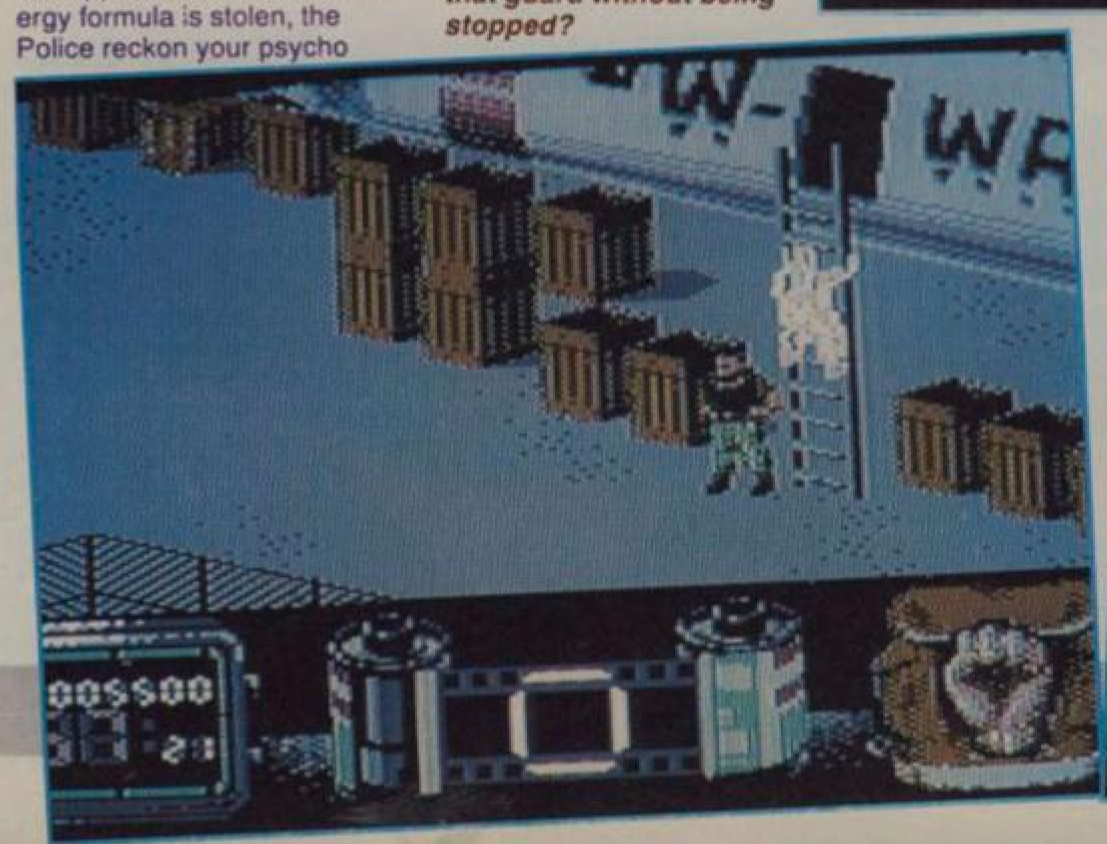
Some guys might have expected a little more appreciation after risking their lives in 'Nam, and singlehandedly busting a gang of Saigon gunrunners, but not you. All your renegade approach earned you was the loathing of your superiors and a dishonourable discharge to Civvie Street, to face years of scorn from those who thought they knew your past.

So when your scientist brother and his daughter are kidnapped, and his secret energy formula is stolen, the Police reckon your psycho reputation makes you prime suspect. Of course, you know otherwise for the crime has all the hallmarks of... those Saigon gunrunners! The gang leave a ransom message on video stating that only a delivery of money to a location in Central Park in one hour will secure the victims' lives and the formula.

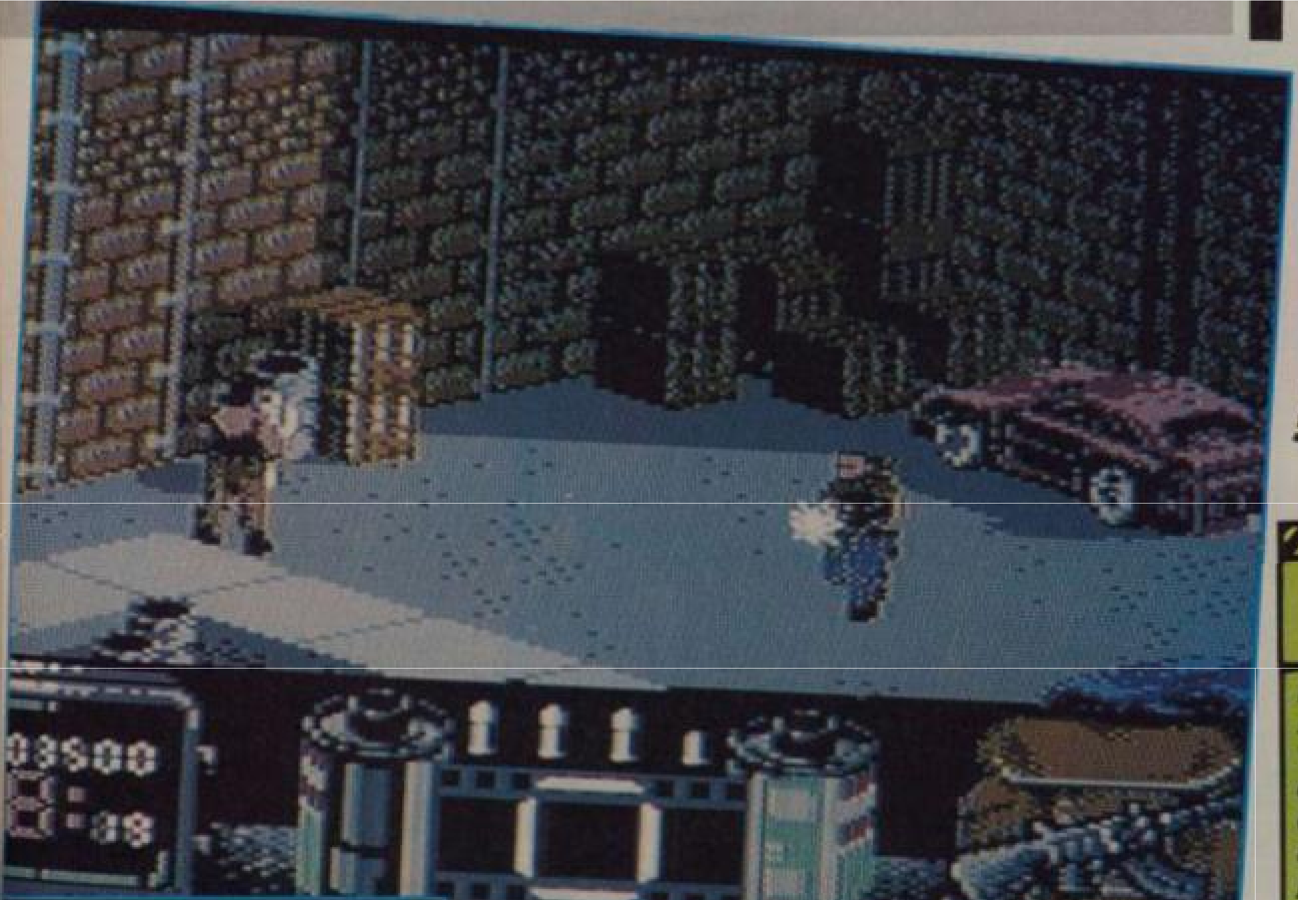
Keen to save your family



▼ *How do you get past that guard without being stopped?*



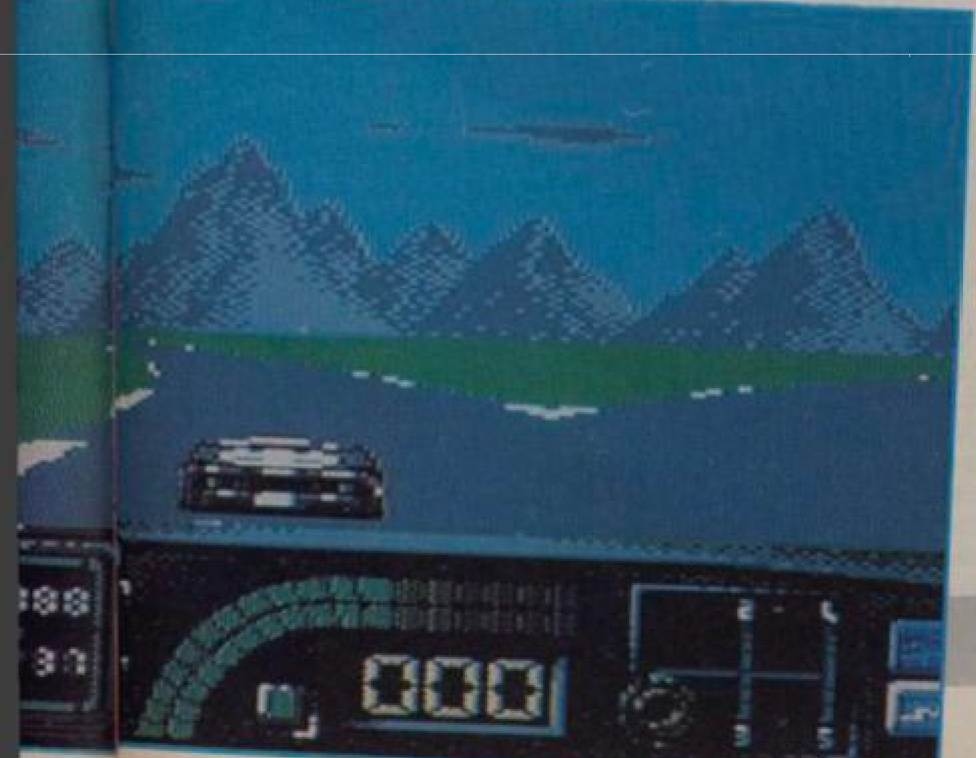
C+VG HIT!



▲ *Stealing the car means getting rid of this guy and his anti-theft device (an AK-47!) first.*

skills you quickly thump your way past two of them, then boot down the door of a warehouse stacked with weapons. Searching the room reveals a bag of hand grenades, an AK-47 and some ammo clips, then, thus armed, you begin the hunt for evidence and your brother.
and clear your name you follow the trail of the gang to a dockyard patrolled by machine gun-toting guards. Mustering your unarmed combat

Every item of vindicating evidence you come across has to be photographed so that it can be shown to the Police. Other items are of more immediate use, such as a car which gets you between the game's five levels via a 3D driving section. The car is armed up with machine guns and rockets to see off hostile helicopters and cars, but you'll also need a map to save you from getting hopelessly lost on the highways. Remember, time is against you, and a wrong turn could spell doom, not just for your brother but for the whole Free World!



▼ *Make sure you take the right road!*

UPDATE

Spectrum and Amstrad versions of Vendetta will be on the shelves by April. Like the C64 version, they'll set you back £12.99, and they also come packaged with a Vendetta watch. The 16 bit versions (also complete with watch!) are scheduled for a summer release.

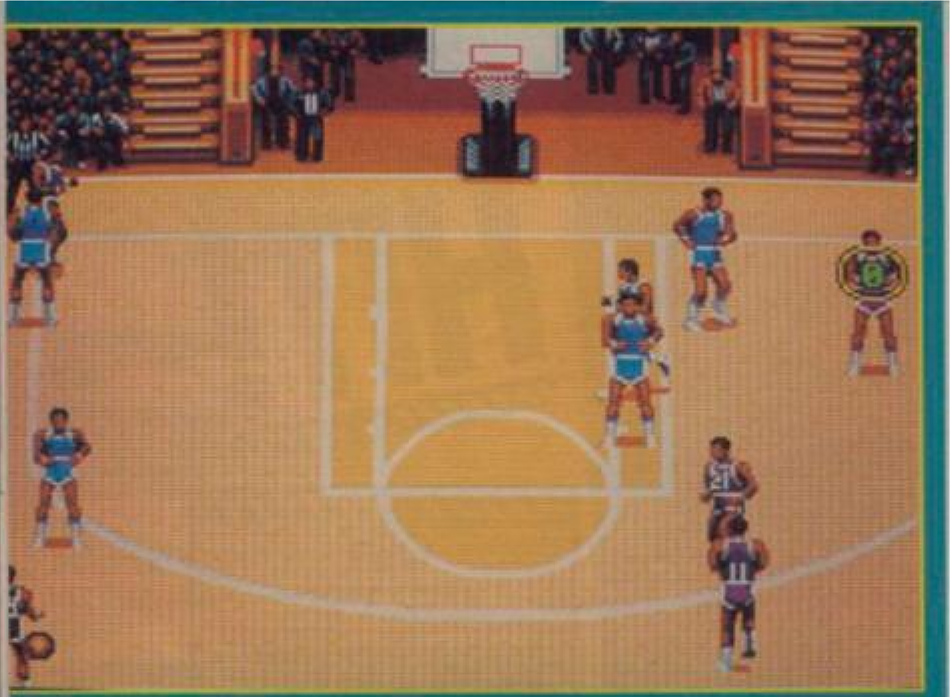
C64
£12.99

Last Ninja returns - but instead of being a Ninja, Vendetta's hero is a sort of embittered, Rambo-esque Vietnam vet in an action-packed hunt for justice with so much blood and blasting it makes Last Ninja look like a walk in the park. Of course that means there's plenty of pixel-punching thrills to be had with a hero who won't walk through a door without well and truly booting it in first (just in case the handles are booby-trapped, presumably). When you've had lots of violent fun slapping the bad guys about, pick up an UZI and spray some bullets about the place! Collecting evidence provides the essential modicum of brainwork, and the "puzzles" aren't too demanding at all, because the collectable items in a room flash as you enter. The driving subgame is a fun addition and though it doesn't look particularly sophisticated, its race 'n' blast action is more entertaining than many standalone auto games of recent. All this gameplay (and a free watch!) in one package makes Vendetta the best Commodore buy I've seen in ages. Kidnap a copy today!

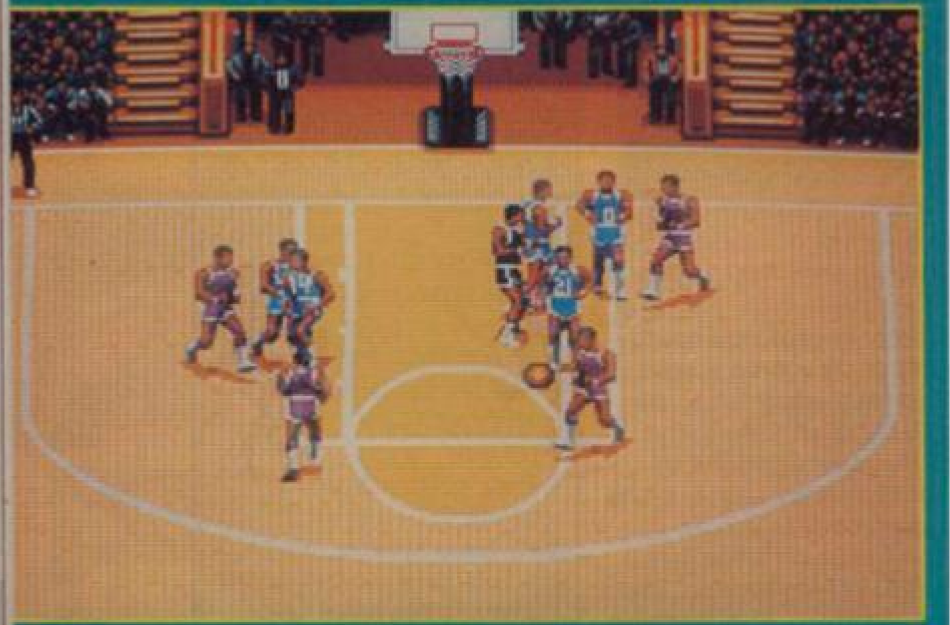
PAUL GLANCEY

GRAPHICS	90%
SOUND	92%
VALUE	93%
PLAYABILITY	92%

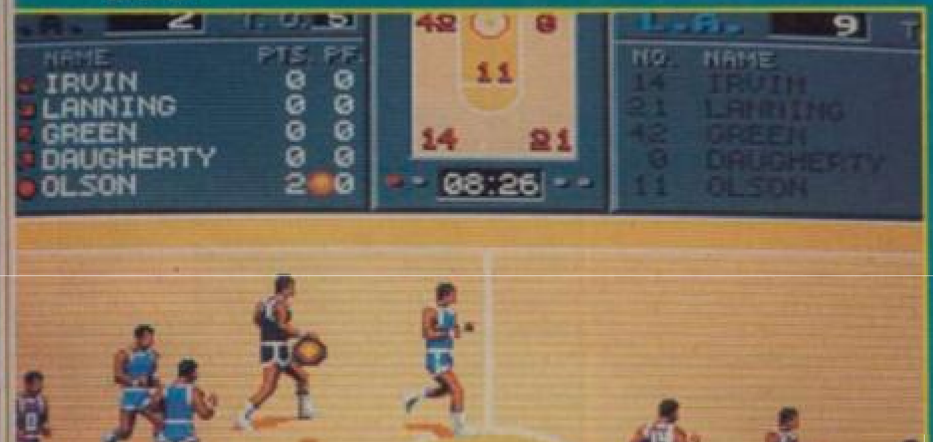
OVERALL 93%



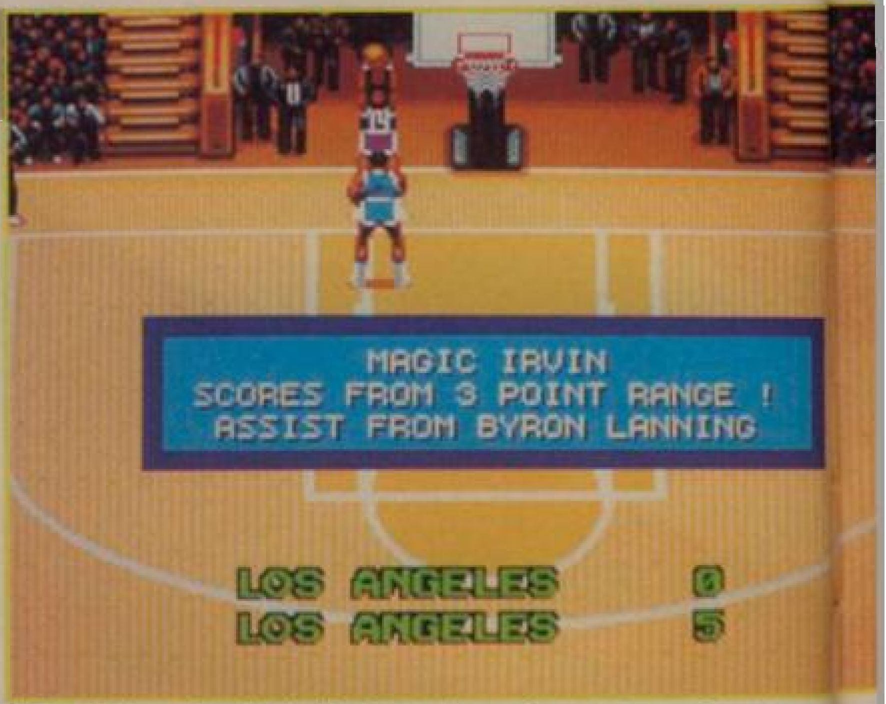
▲ *The circle marks the player to pass to, and the green number means it's safe to pass.*



▲ *Tight marking makes it difficult to create an opening for a scorer.*



```
L.A.    2                        L.A.    9
NAME         PTS. PF.            NO. NAME
IRVIN         0   0              14  IRVIN
LANNING       0   0              21  LANNING
GREEN         0   0              42  GREEN
DAUGHERTY     0   0              8   DAUGHERTY
OLSON         2   0              11  OLSON
                08:26
```



```
MAGIC IRVIN
SCORES FROM 3 POINT RANGE !
ASSIST FROM BYRON LANNING

LOS ANGELES    0
LOS ANGELES    5
```

▲ *Don't these basketball players have funny names?*

TV SPORTS BASK

BY CINEMAWARE/MIRRORSOFT

Well, Max, today's game between the Nicks and the Linkers is set to be one of the biggest playoffs of the season. But I think it's a foregone conclusion that the Nicks will be the victors, don't you?"

"Ha ha ha. Why do you say that, Curtis?"

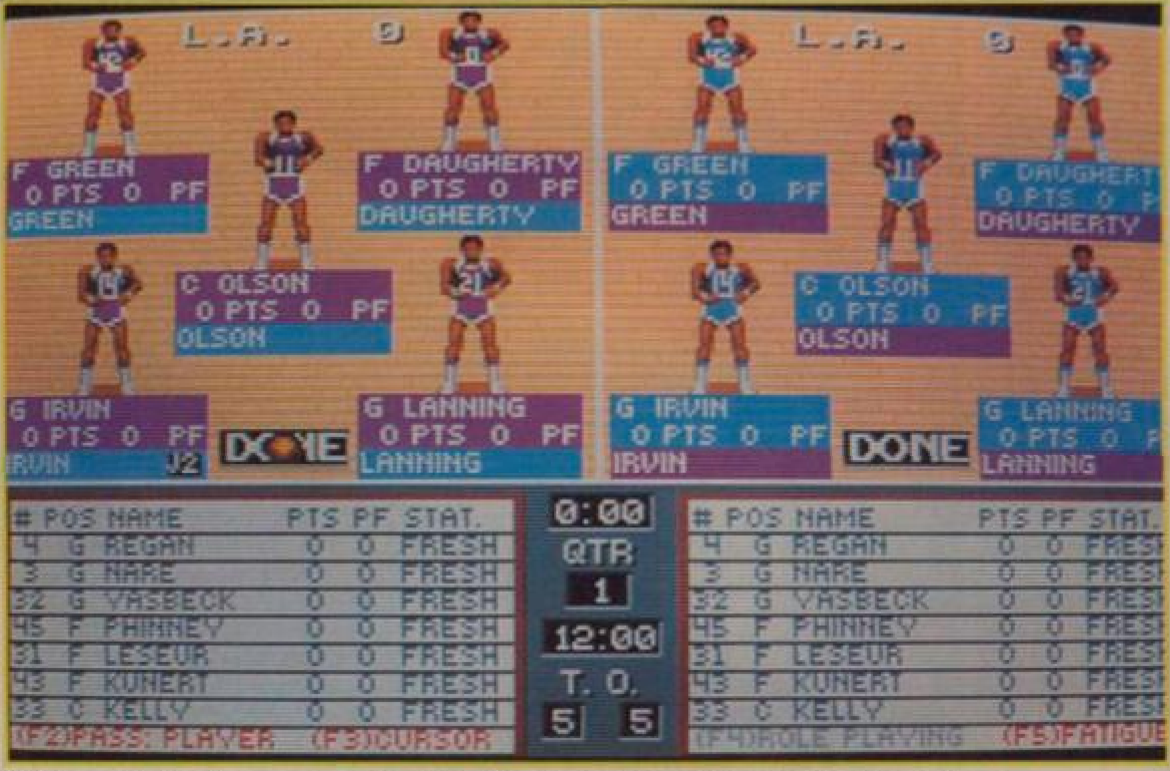
"Well, Max, that's because this is Cinemaware's TV Sports Basketball, you're playing the Linkers and I've given you the duff joystick."

"Ha ha ha. Spin on that, Curtis..."

TV Sports Basketball provides all the thrills of the sport from the commentator's pre-tip-off spiel right to the final klaxon. Play twelve minute and hour-long League and exhibition matches against the computer or a friend, with two players as a team, or even, if you've got a parallel port joystick adaptor, with two teams of two. Choose your teams from the CWBA (Cinemaware Basketball Association) League, then pick the players you want to field from a selection of twelve.

Just as in the sport, the action during the game centres on the two ends of the court, by the basket. In two player mode, both teams have a player under joystick control, and the computer takes control of the others. The defending team are each assigned one of the opposition to mark before the game (or during a time-out), and the attacking team move into positions where they can receive passes or score.

When the ball changes hands, play moves to the other end of the court. The



#	POS	NAME	PTS	PF	STAT.
4	G	REGAN	0	0	FRESH
3	G	NARE	0	0	FRESH
32	G	VASBECK	0	0	FRESH
45	F	PHINNEY	0	0	FRESH
31	F	LESEUR	0	0	FRESH
43	F	KUNERT	0	0	FRESH
33	C	KELLY	0	0	FRESH

▲ *The substitution screen. Replace tired players and mark the opposition.*

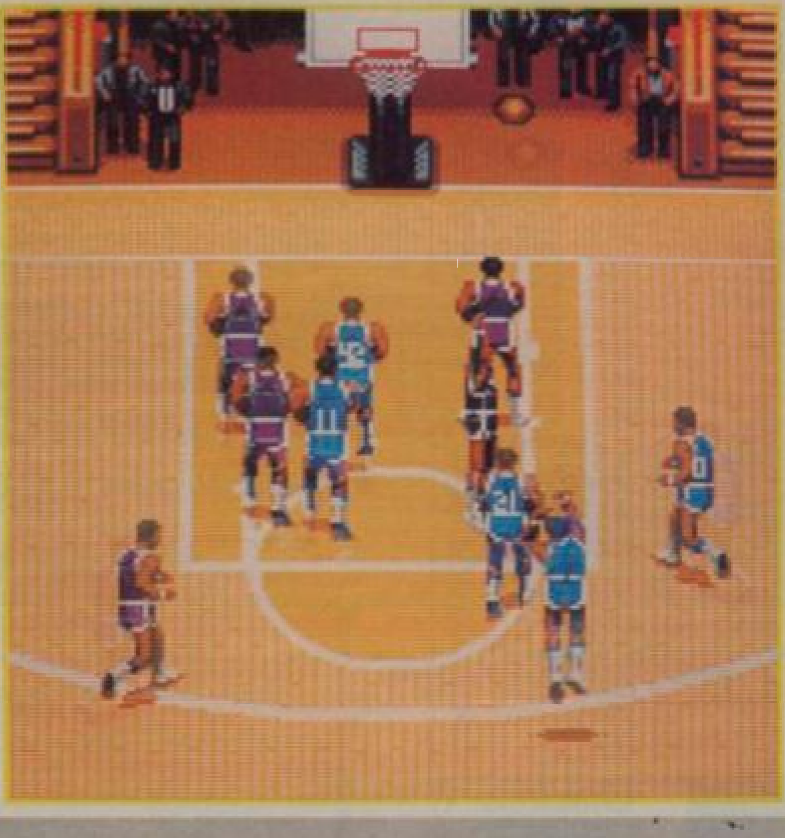
ETBALL

C+VG HIT!

computer controls all of the players while they run across the mid-court, and the play-calling screen above the court display is activated. This allows the team in possession to set up an offensive play, and the defender to choose one opposing player to be marked more closely.

The standard fouling and penalty shot rules apply, and any player incurring three fouls is sent for an early shower.

▼ *Irvin goes for a field goal! Will it go in!?*



AMIGA
£29.99

There I was, joystick in hand, brain in neutral, thinking, "Ooh dear, this is a bit over-difficult," when, as if by magic, an instruction manual appeared and explained away my problems! Like TV Sports Football, Basketball is a full simulation of the sport, so to play it successfully you really have to get to grips with the tactics of offensive and defensive plays. To begin with it's best to play either against an equally inept friend or with two small teams to keep things simple, then move on to the full game after you get the hang of things. Once in full control of the team you can set up some blinding attacking plays, and every shot imaginable (lay-ups, pivots, jump and hook shots and, of course, slam-dunks) is depicted with beautifully detailed sprites. Numerous additions to the gameplay such as time-outs, foul-outs, full team-editing and league saving, and even an instant replay (with rewind and fast-forward!) make this the complete Basketball simulation. An absolute must for anyone remotely interested in team sports.

PAUL GLANCEY

GRAPHICS	91%
SOUND	85%
VALUE	90%
PLAYABILITY	91%
OVERALL	**91%**

UPDATE

As usual, Cinemaware are working on PC, ST and Commodore disk versions of TV Sports Football, though don't expect to see them on the shelves until the summer at the earliest.

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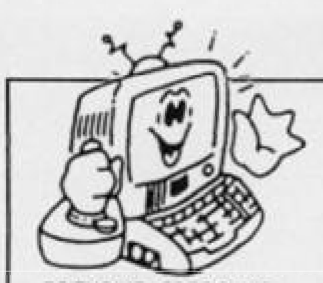

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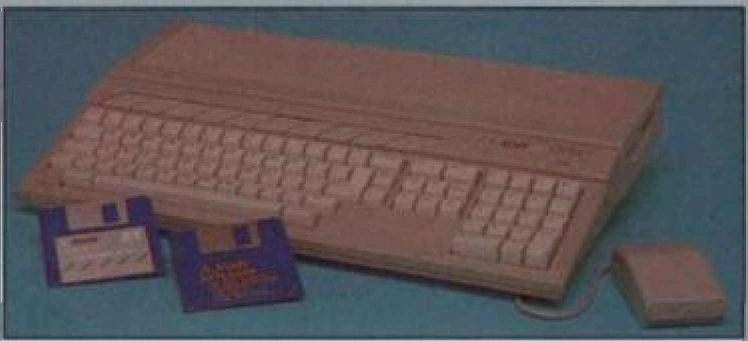

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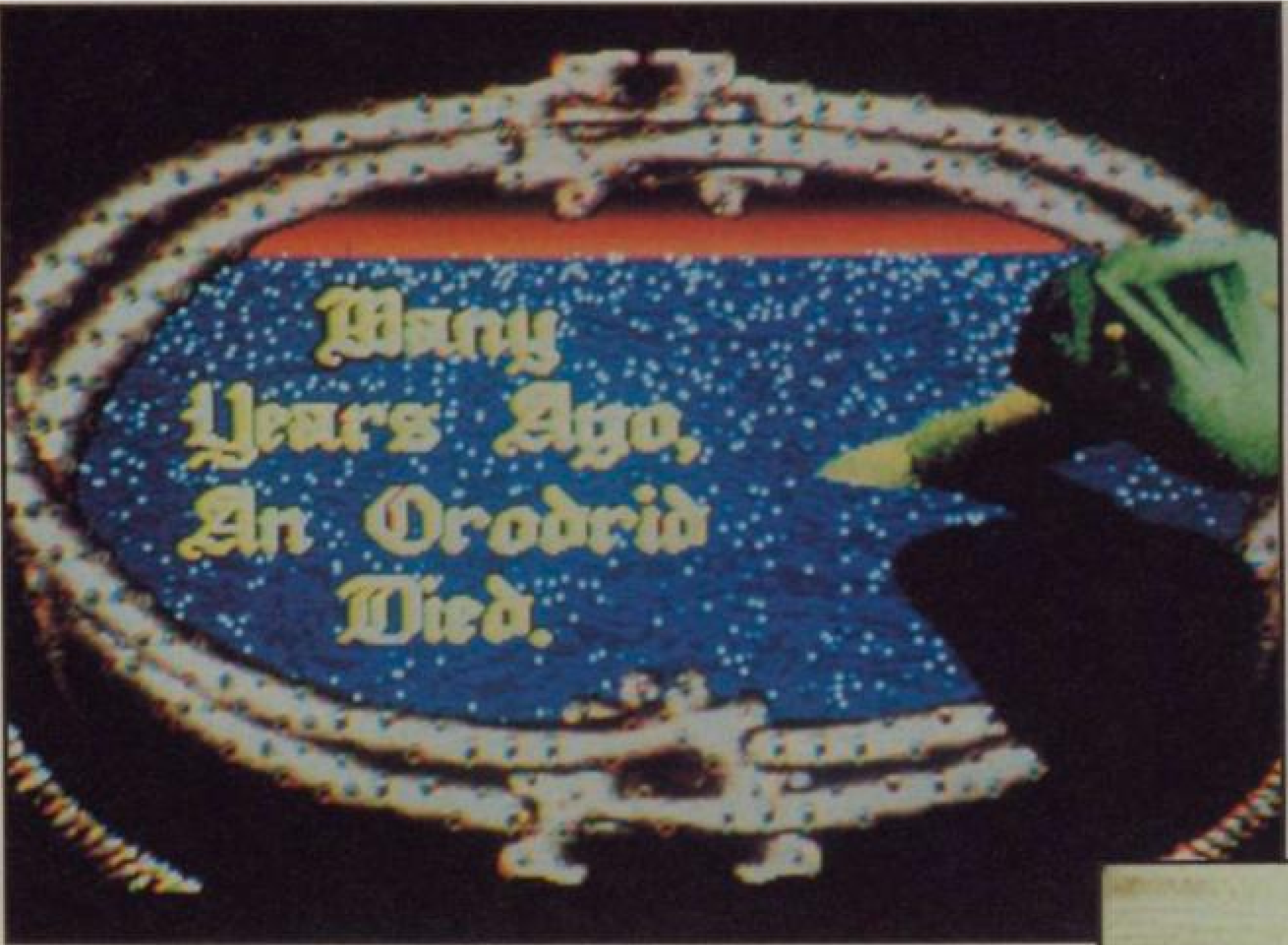


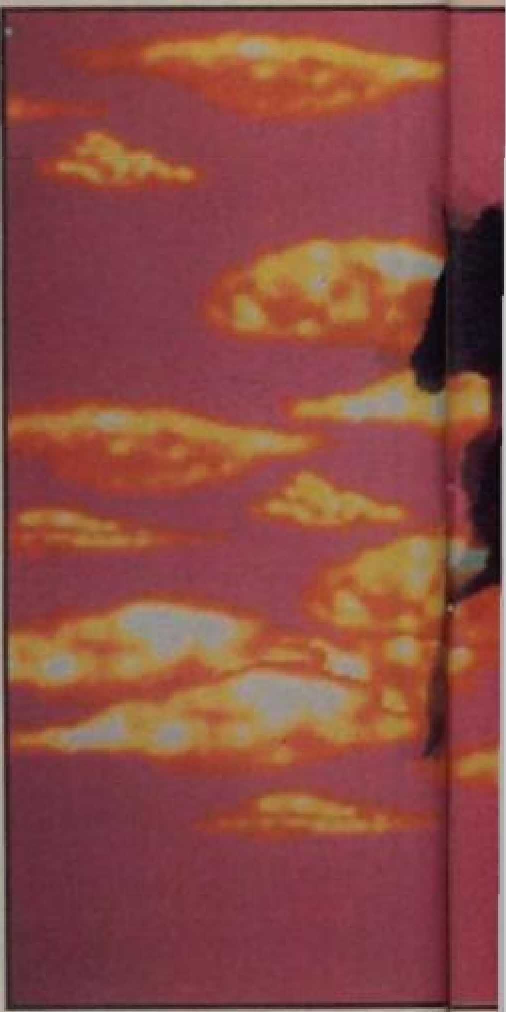
Many Years Ago, An Orodrid Died.

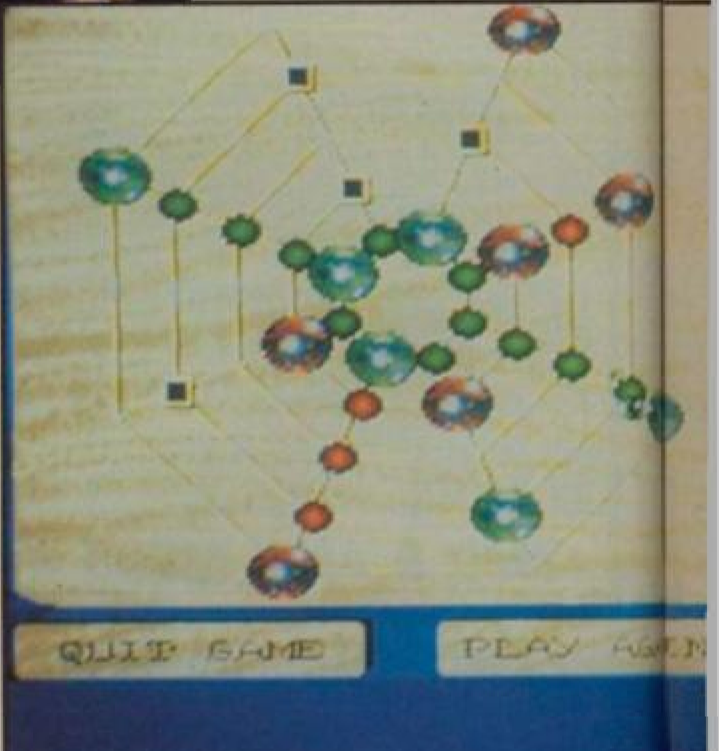
▲ *The death throes of the Orodrid, whose bones form the walls of your city.*

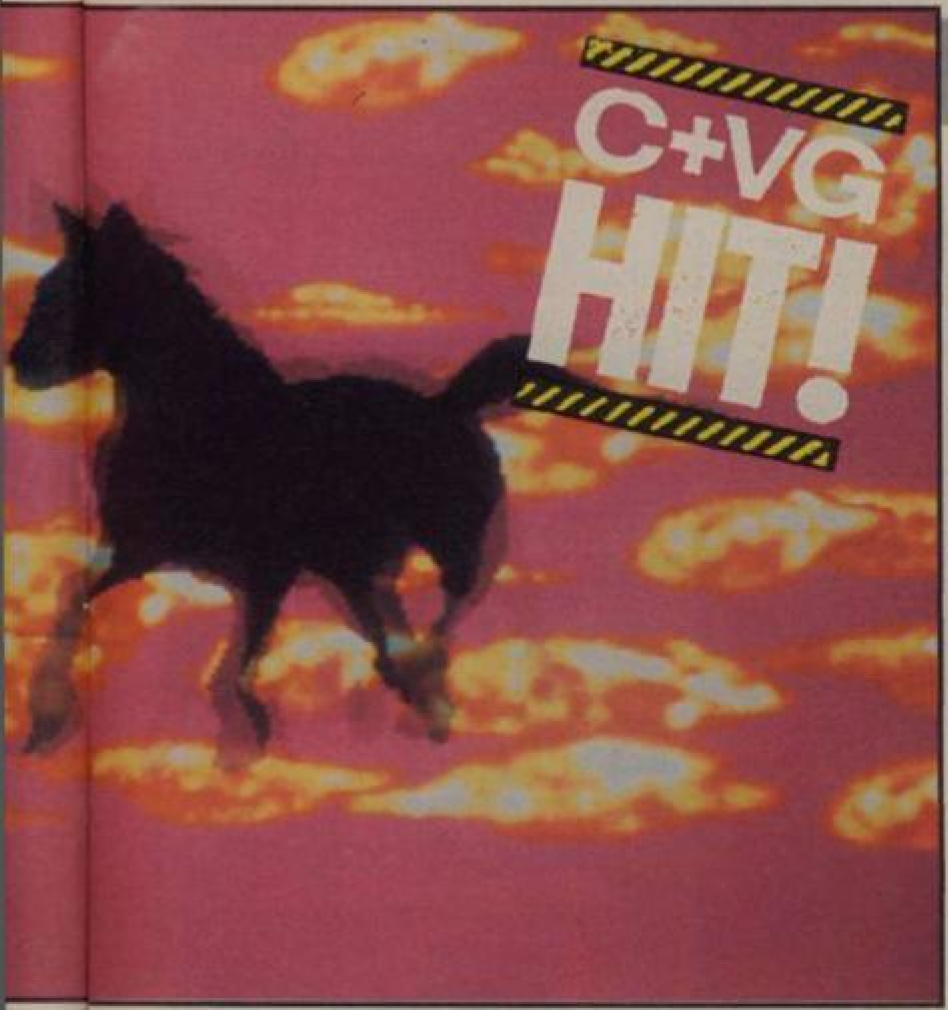
In a mysterious parallel dimension somewhere beyond the understanding of mere humans lies the mystical land of Orodrid, built inside the bones of an ancient skeleton. Sounds weird? Even weirder are the secrets of the Tsimit, the focus of Orodrid culture. Anyone who can gather enough crystals from its underground mazes has the power to create his own crystal stallion, sit on the Council of Orodrid and become a knight.

KNIGHTS OF THE CRYSTALLION

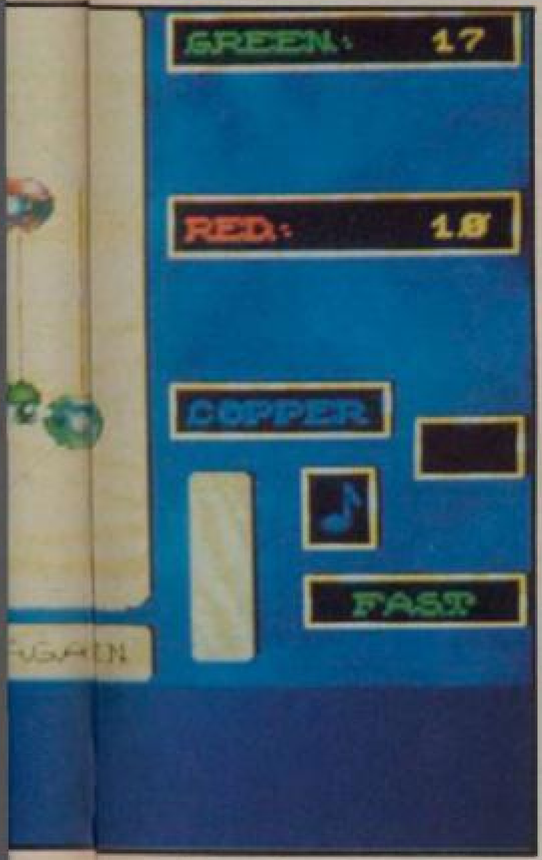
BY US GOLD







▲ *The galloping Crystallion.*


GREEN: 17

RED: 10

COPPER

FAST

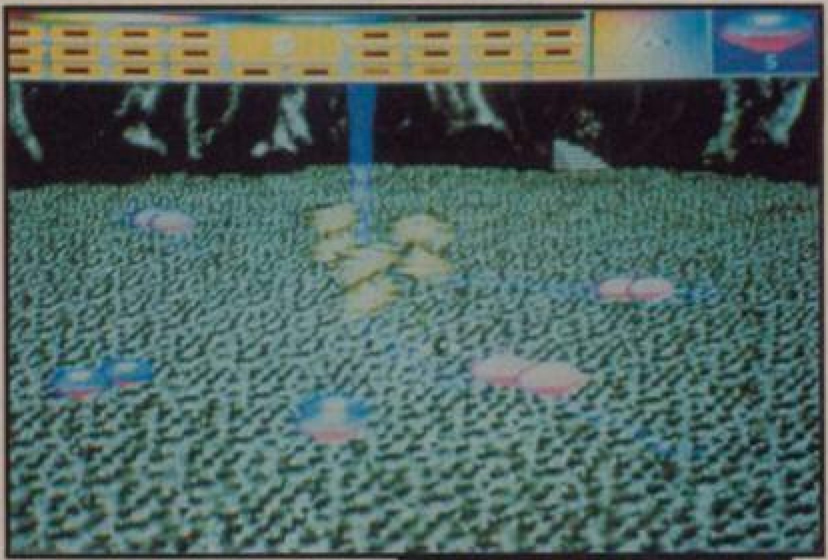
▲ *Building up brainpower on the Bosu board.*

If the acquisition of such crazy holiness is your bent, there are a few things you'll need: money, crystals, psychic power and brains. They're available by playing through several sub-games each of which can be accessed at any time.

Trading in the Haresh brings cash. That's where you set prices for your own produce and get supplies for your family. The Tocanon's where the psychic training comes in. It's a sort of memory game: you pick pairs from a set of face-down cards. There's just one snag - every time you win it gets a lot harder.

The crystals themselves are hidden in the four veils of the Tsimit. A veil is basically a maze infested by dragons and monsters, and you've got to fight your way through. If you get hit too many times you may have to go back to the Proda, where you can recharge your energy suit.

Reach the end of a veil and the Tsimit challenges you to a bout of Bosu, a tough little board-game which takes more than a few little grey cells to beat. Finish them all and you get to sit on the Council; but if the seat doesn't carry the status appropriate to your ambition, try again next time.

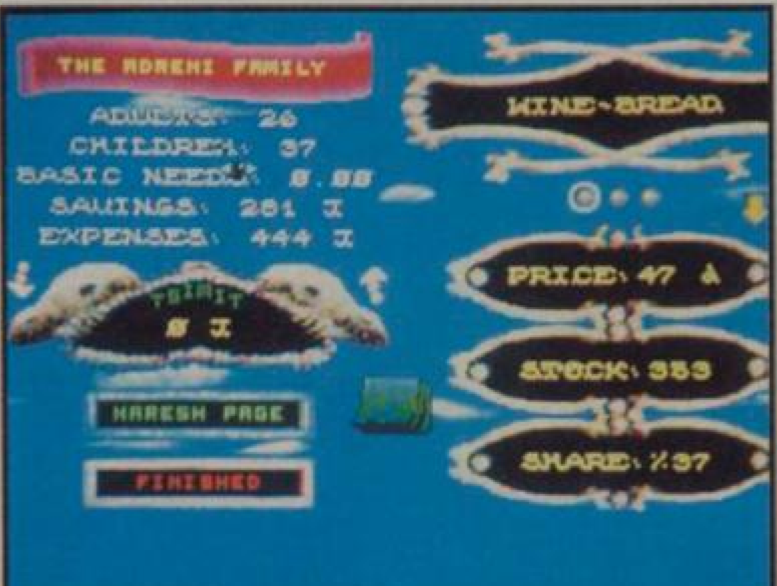


▲ *Bring the Proda stones together for extra energy.*

UPDATE

Knights of the Crystallion has been specifically designed to make the most of the sound graphics and memory capabilities of the Amiga so it won't be appearing on any other machine.

▼ *Balancing the family budget is essential if they're to survive the winter.*


THE ADRENI FAMILY

ADULTS: 26

CHILDREN: 37

BASIC NEEDS: 0.88

SAVINGS: 261 J

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TSIMIT

0 J

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Knights of the Crystallion is weird. All the different sub-games make it unlike any other program you're ever likely to see and that's one reason why it's so much fun. The Bosu board-game and the Tocanon card-game are like two addictive budget games in their own right - combined with the other sections it all adds up to some pretty gripping stuff. The only slightly disappointing aspect is the maze section - it can get a bit repetitive just wandering around so making a map is essential. The graphics create a suitably mystical atmosphere but the most striking thing about Knights Of The Crystallion is the combination of music and sound effects: a unique Middle-Easternish soundtrack is randomly generated for every game. If you're looking for state-of-the-art original Amiga software, this is the place to start.

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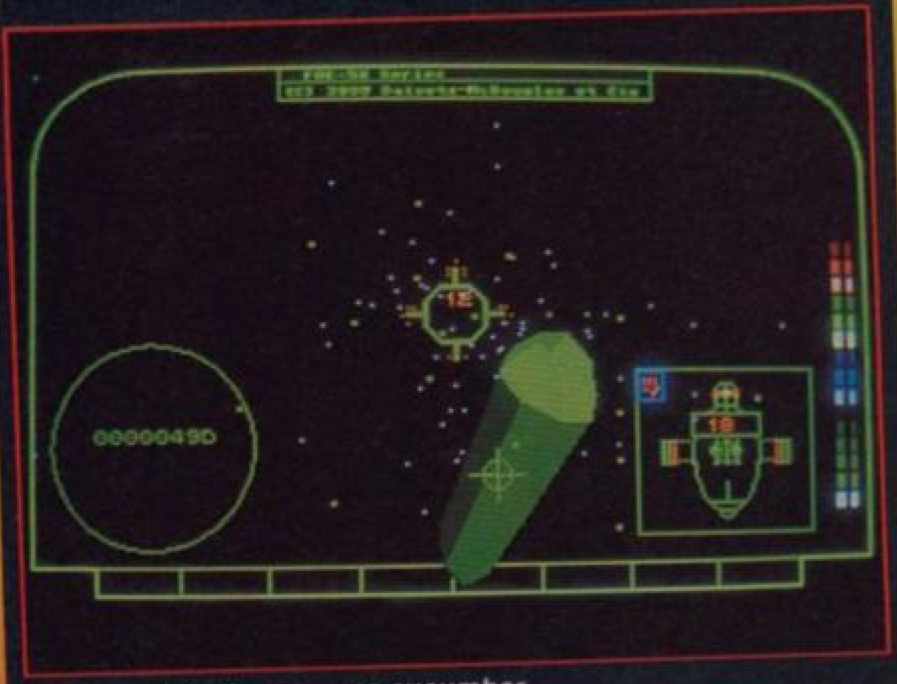
WAR

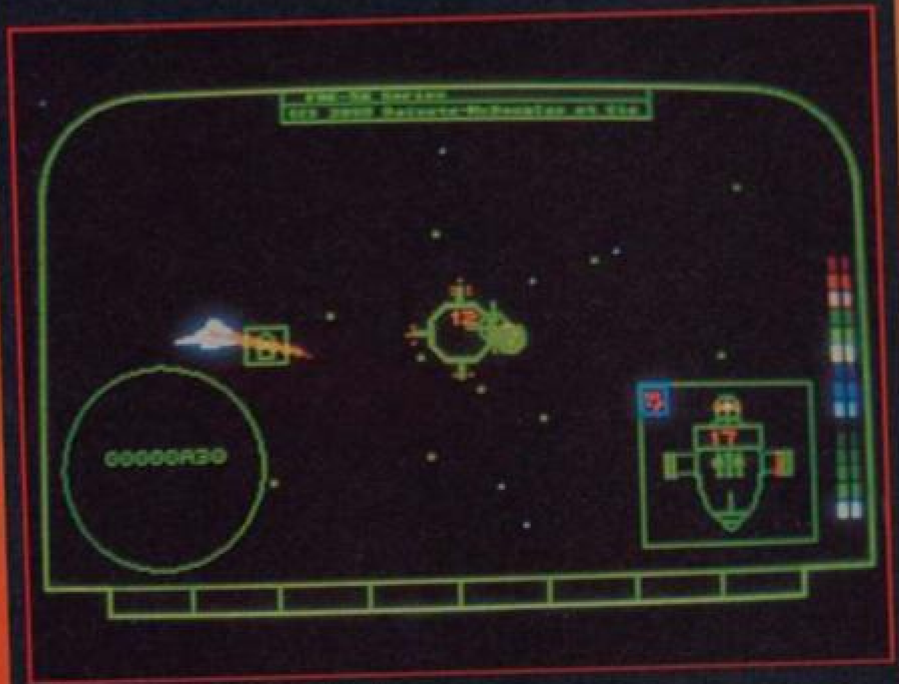
BY MOTION PICTURE HOUSE

Cockroaches from beyond Sirius! The newspaper headlines read like ads for Hollywood's latest trash SF holo-movie, but the threat of mankind's destruction is far from amusing. Earth's governments have set up the Warhead Project to recruit and train pilots to defend the solar system from encroaching swarms of insectoid starfighters.

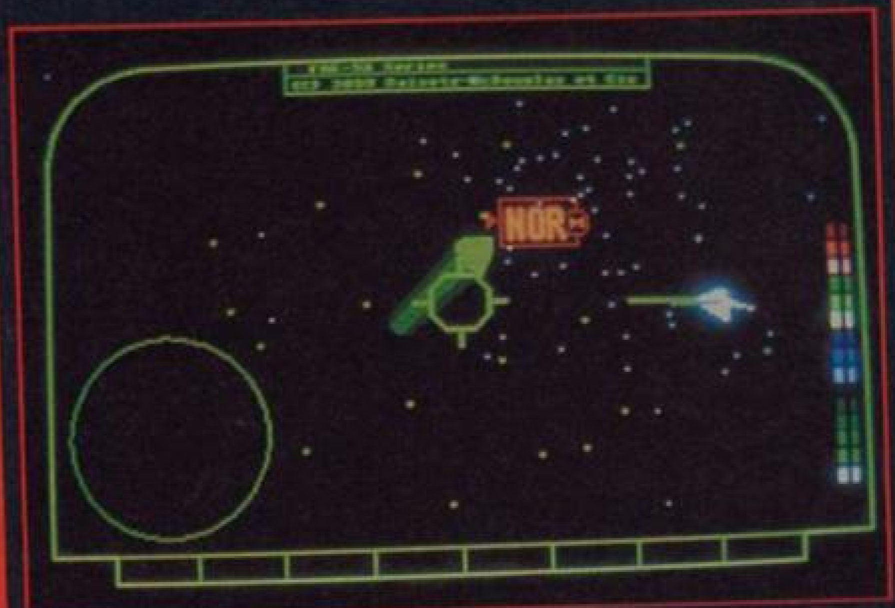
And so here you are, suited up and strapped into the acceleration couch of your FOE-57 attack ship, waiting for the launch order from Solbase. The first missions are educational, instructing you in docking and other basic flight skills and it's only after those are successfully mastered that you're sent on combat and reconnaissance duty.



▲ *Hmm... That's no space cucumber...*

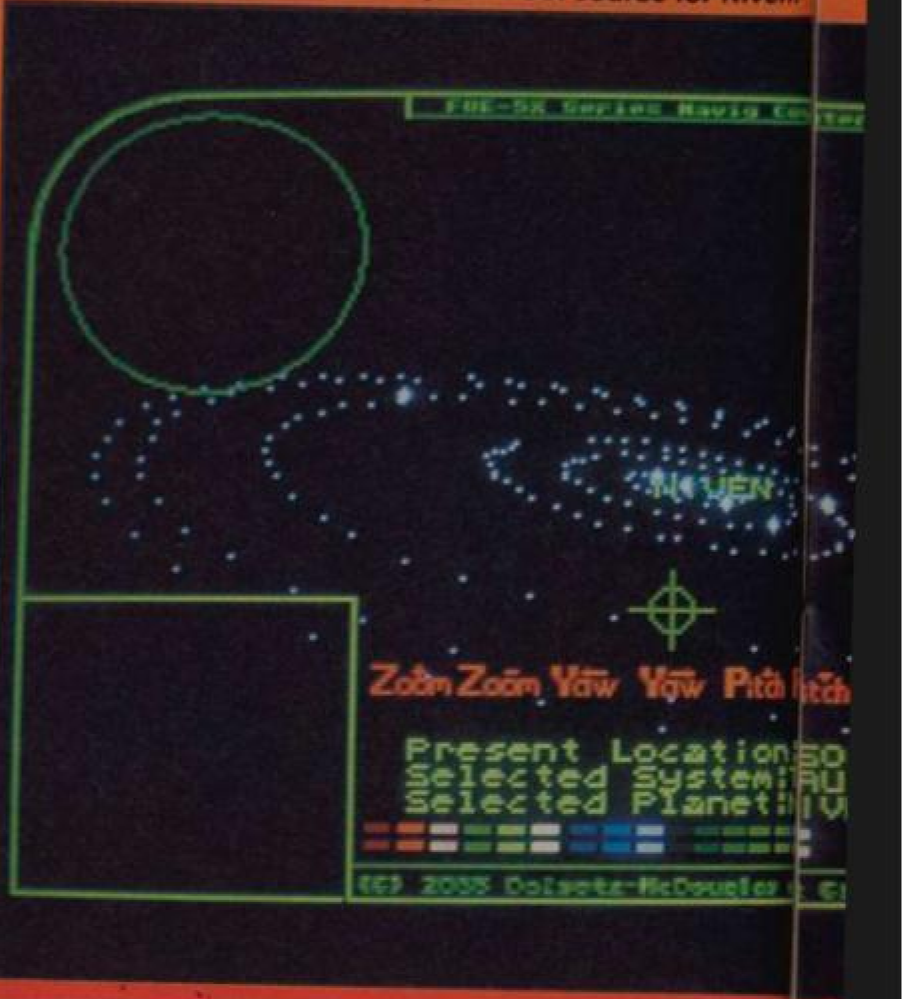


▲ *... That's the Berzerker!*



▲ *...And shooting him just makes him MAD!!*

▼ *Here we are in the Tau Ceti system. Set course for Niven!*



Present Location:SO
Selected System:AU
Selected Planet:NIV

HEAD

C+VG HIT!

UPDATE

Work on ST and PC Warhead is already proceeding at warp speed, and they are scheduled to dock with your local software station by mid April. No 8 bit versions are planned.

After receiving mission orders, the FOE-57 is automatically armed for that mission. You then launch from Solbase, select your destination planet or star on the navigation computer's chart, and engage the Quadspace engines to flip the ship across the void.

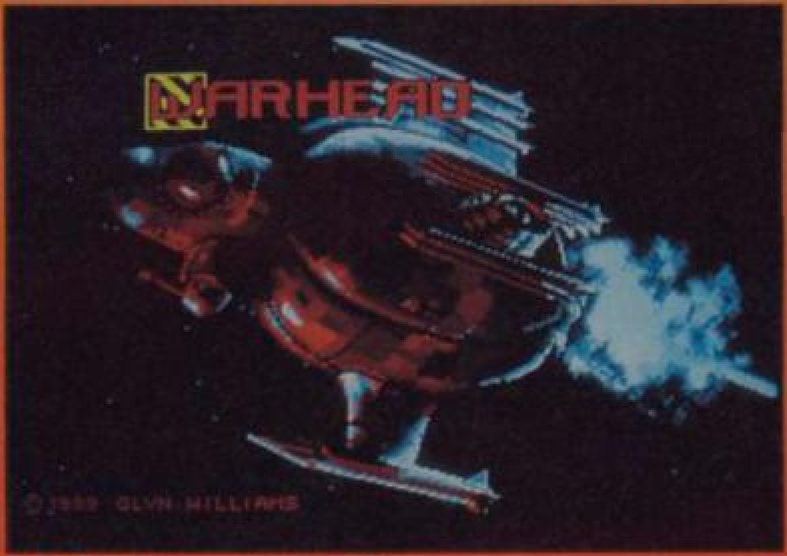
The FOE-57's armament depends on the mission, but normally its main weapons are a set of Stinger homing missiles, and better weapons become available as the game progresses. For reconnaissance missions, the ship is armed with data gathering probe missiles which transmit information back to the ship's computer for reference.

Other space travellers are a further source of information, and their transmissions seem to suggest that there is an even greater menace roaming the galaxy than the Roaches...

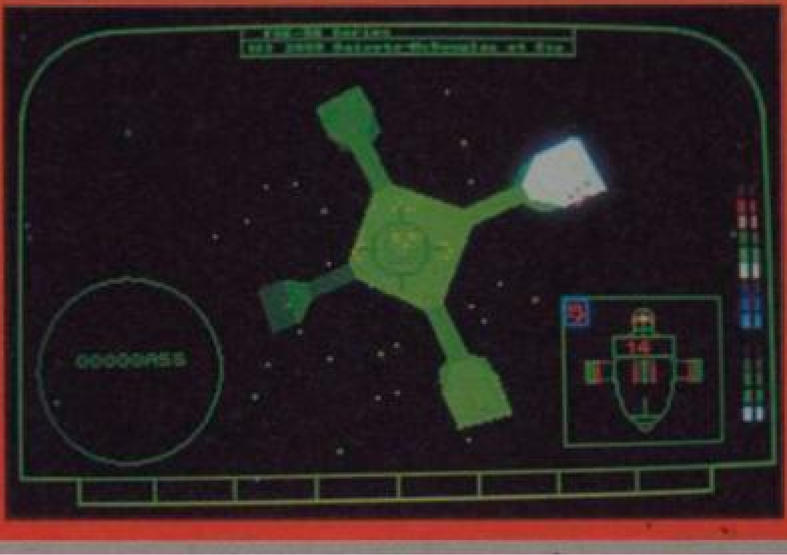
en!

Computer
Pitch Pitch
ion SOLBASE
em TAU CETI G8 VI
et NIVEN

▼ *Smart title screen, pig-ugly spaceship, though.*



▼ *On final approach for Solbase.*

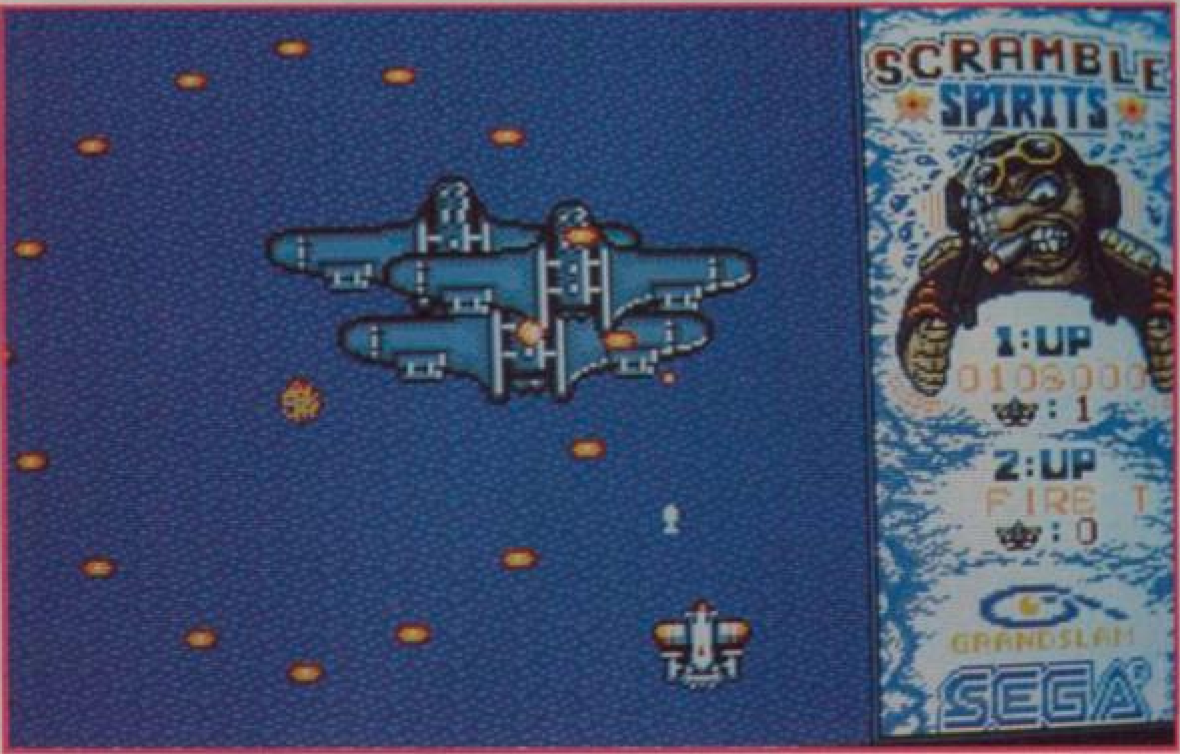


AMIGA
£24.99

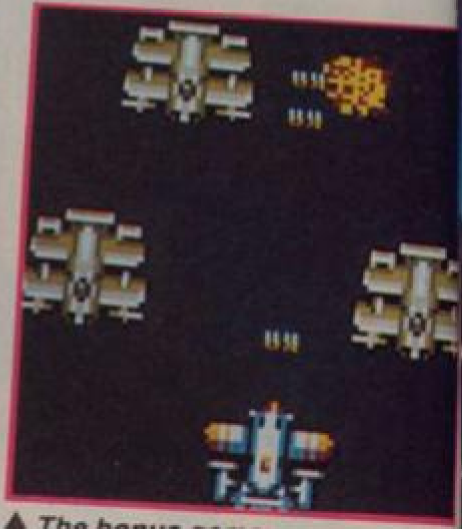
I've been a big fan of simulated space combat ever since Elite, and though always keen to boldly go where no man has gone before, I've often been disappointed by games which try to be "Elite with extra bits." Warhead is Elite with most of the shooting and none of the trading, and the action is spread over 39 missions compared with Elite's five. The cockpit and space station graphics are excellent, as are the ship's computer displays - playing around with the 3D galactic maps is like watching one of NASA's Voyager mission films. Having said that, the 3D ship models are an unelegant bunch, and look about as spaceworthy as your average paper dart. The other fly in the ointment is the amount of time it takes to get accustomed to the control system. Learning the keyboard commands isn't so bad, but the mouse control is difficult to gauge, so a nudge too far can leave the FOE-57 rolling out of control, and the "speed dots" which indicate your velocity just become a spiralling blur, making it difficult to recover control. The lure of the missions make it worth persevering though, and snippets of information picked up in the later sorties lead you into the next ones, so you just have to keep going till the final menace is destroyed and the galaxy is once again safe for children and small furry animals.

PAUL GLANCEY

GRAPHICS	80%
SOUND	89%
VALUE	86%
PLAYABILITY	82%
OVERALL	**85%**



▲ *The end of level one, where three nasty bombers come out to play!*



▲ *The bonus game.*

BY GRANDSLAM

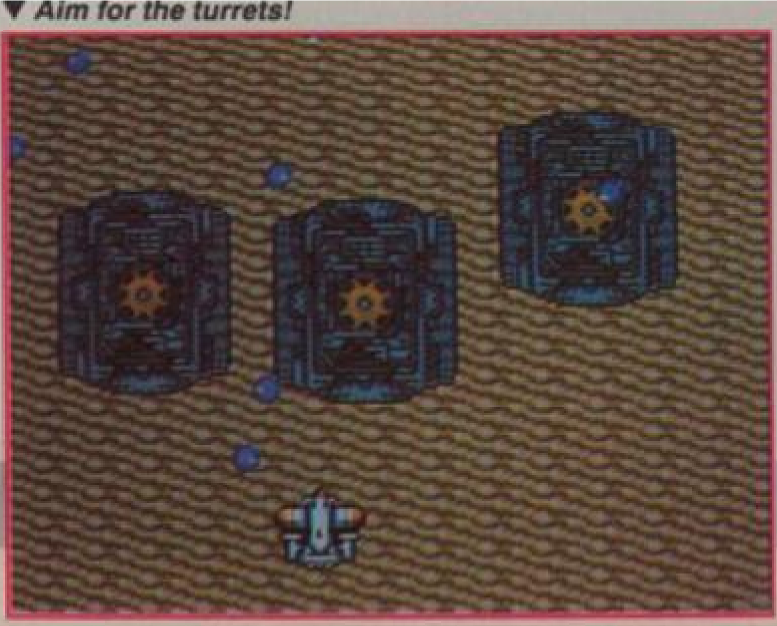
SCRAMBLE SPIRITS

Five levels of blasting action await the budding pilot in Scramble Spirits, where the task is to remove the threat posed by enemy squadrons by, well, blowing them up.

Starting with only a measly gatling gun and unlimited bombs, drone planes can be collected along the vertically scrolling route which attach themselves to your aircraft and can be used either as extra firepower or smart bombs.

If you manage to reach the end of a stage, a large battle station lies in wait (sometimes guarded by heavy shielding which your fighter first has to disarm). Destroying this craft allows the pilot to land, refuel, resupply and carry on to the next level. After every other stage (there are five in all) is a bonus level; here, you have to fly up the screen and blow up the enemy craft which are displayed as expanded sprites. Killing them all earns a hefty points bonus, while being shot down gives you nowt.

▼ *Aim for the turrets!*



UPDATE

Amstrad and C64 versions are available soon - expect them to be marginally better than the Spectrum version.

SPEC
£9.99

A simple game which works best on this machine, but even so there are much better scrolling shooters available.

OVERALL 57%

ST
£19.99

Apart from a drop in sound quality, there are no differences between this and the Amiga version. The same bland, tiresome game rears it's unattractive head.

OVERALL 52%

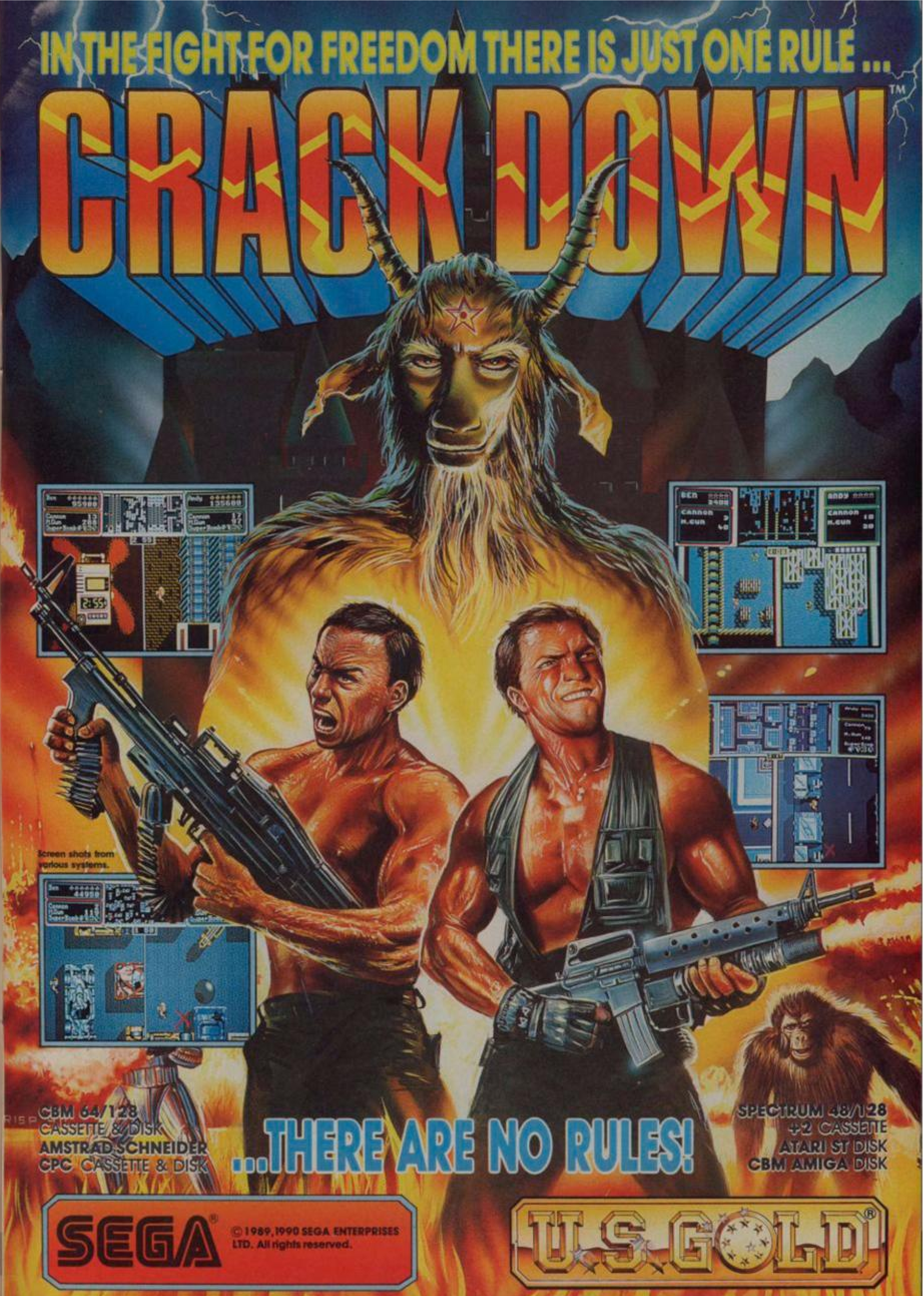
AMIGA
£24.99

The Scramble Spirits coin-op isn't the best shoot 'em up in the world, so it's no surprise to find that the computer conversion isn't exactly a rip-roarin' bundle of fun either. The presentation is fine, although I thought the blown-up sprites on the bonus stage were sloppy. The music is tuneful, but doesn't fit the game - how would you like to be flying into almost certain destruction with a tune similar to the theme from the "Love Boat" (a crappy 70's American TV show) blasting into your ears? Then there's the game itself. Not only has it all been seen before, it isn't particularly brilliant, either. I just sat there, mindlessly blasting away, and by the time I came out of a daydream I found that I'd reached the end of level three! If you want a good vertical scroller with loadsa killing to be done, check out Xenon II instead.

PAUL RAND

GRAPHICS	71%
SOUND	58%
VALUE	47%
PLAYABILITY	54%

OVERALL 53%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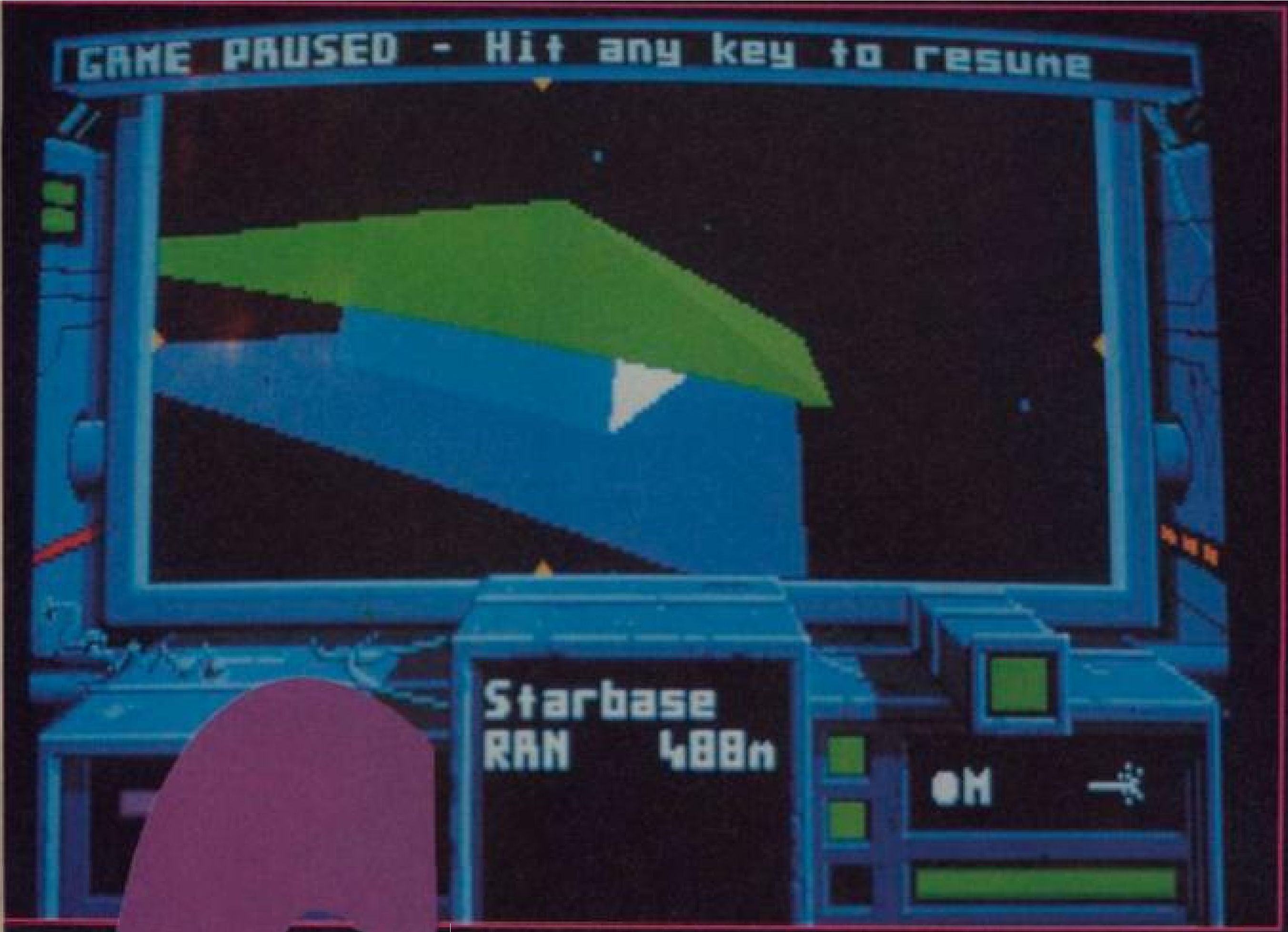


GAME PAUSED - Hit any key to resume

▲ *On final approach for Earth's local Starbase.*

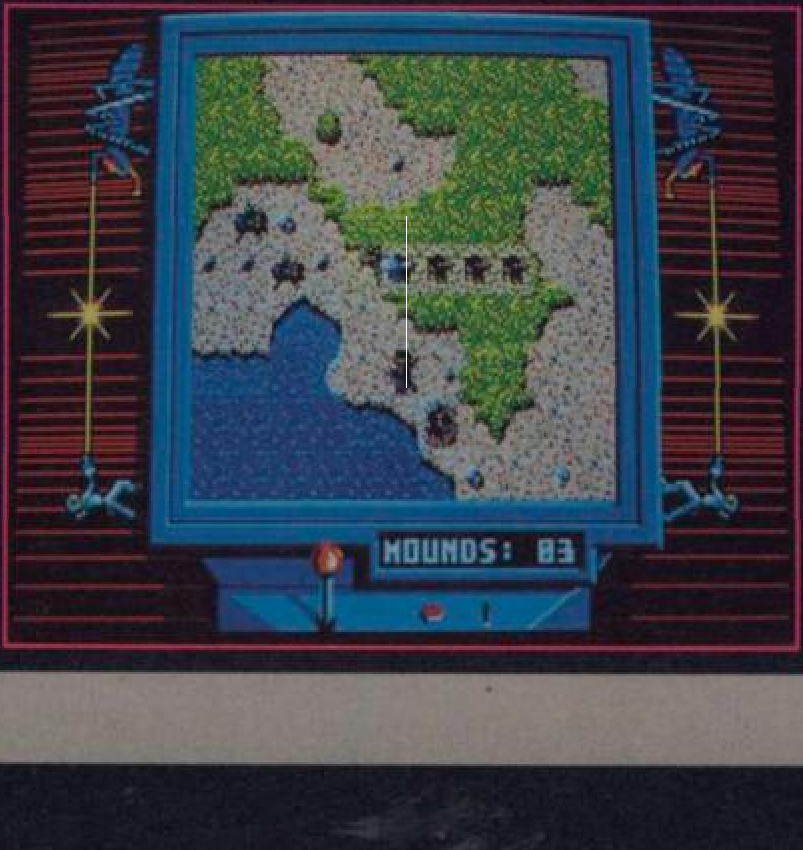
During a routine trading mission in the Far Arm, the crew of the Princess Blue came across a single-seater freighter, emitting a distress signal. Donning his EVA suit, one of the party, a rookie merchant-marine, floated from the Princess' airlock toward the smaller vessel.

Inside, all was silent, but there were no signs of damage, and as he flicked the power switch on the main console the craft came alive. After deactivating the distress system the marine prepared to make his way back to the Princess Blue when a vast explosion rocked the Jolly Roger, hurling him to the deck with such force that he blacked out. Regaining consciousness a moment later, his eyes widened as he looked through the ship's forward viewing plate. The Princess Blue was nothing but a cloud of glittering metallic shards, hanging in the emptiness of space!

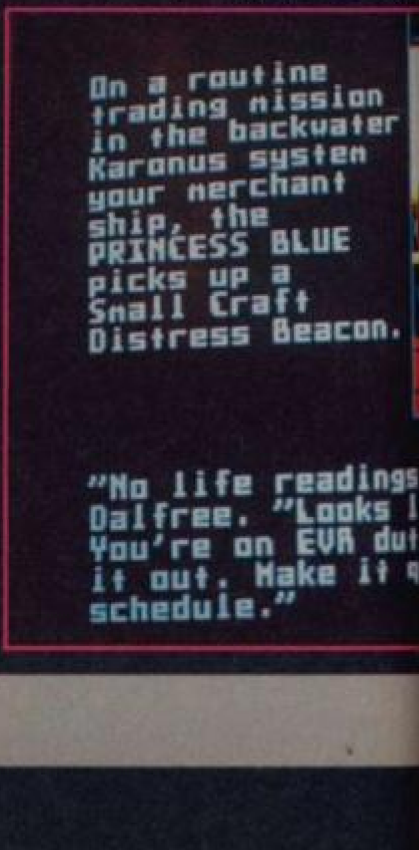
SPACE ROG

BY ORIGIN

▼ *Hive, the arcade game everyone's playing in Starbases across the galaxy.*

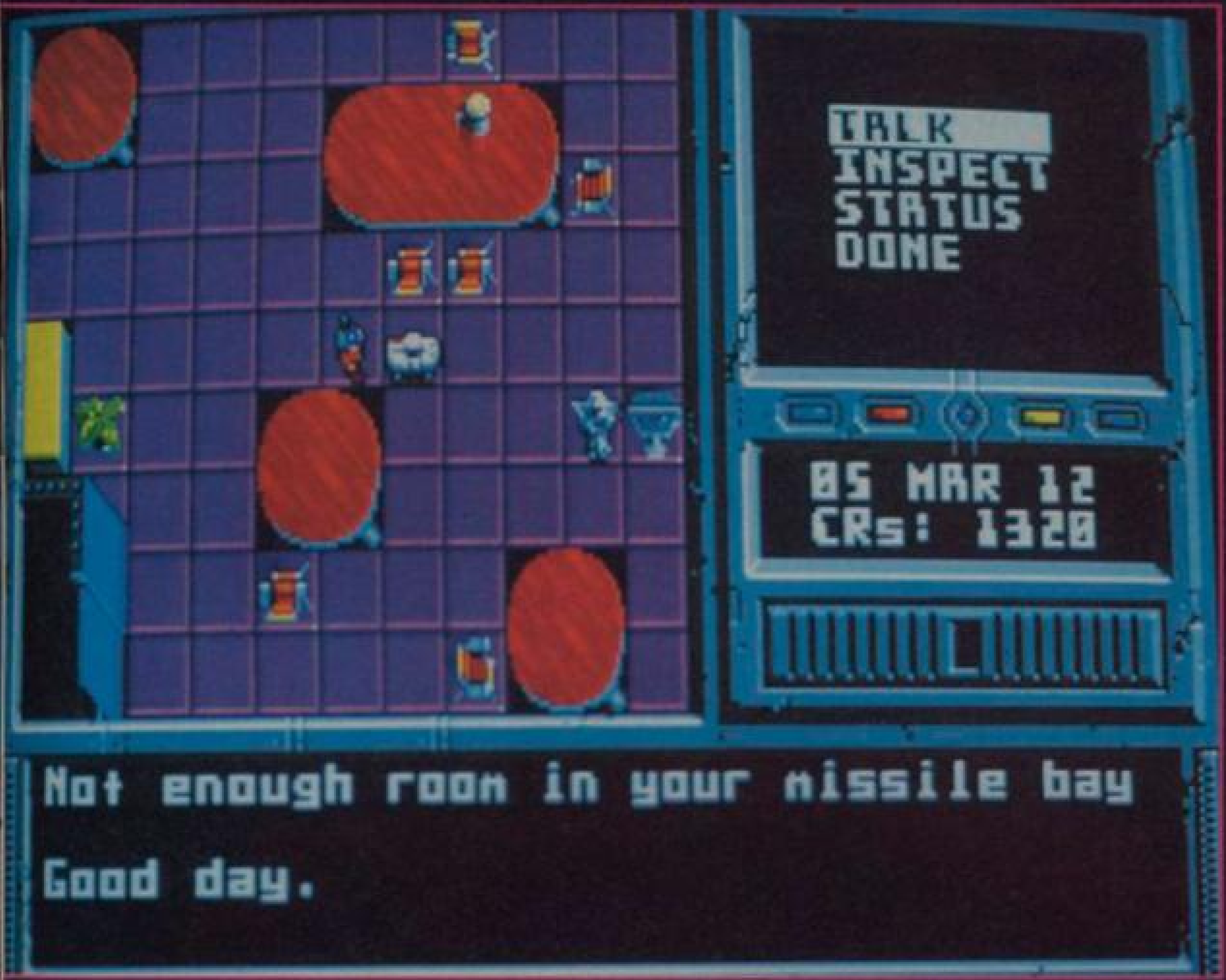


▼ *Little did they*



On a routine trading mission in the backwater Karonus system your merchant ship, the PRINCESS BLUE picks up a Small Craft Distress Beacon.

"No life readings,
Dalfree. "Looks l
You're on EVA duty
it out. Make it q
schedule."



Not enough room in your missile bay

Good day.

▲ *Check out the low-life in the cantina. You can pick up some useful information and equipment here.*

GUE

hey kn ow they were being lured into a trap.

ngs,' says Captain
s li ke a derelict.
duty, Private, so scope
t qu ick! We're behind

Activating the tracker on the console, his fears were confirmed; his party - the captain of which was his own father - had been the tragic victims of a Manchi raiding mission. One thought filled his mind - retribution. Opening the throttle of the Jolly Roger, the lone avenger forged silently through space...

Space Rogue is a space trading game set in the eight systems of the Far Arm Cluster which are your marketplace as well as your battleground. As well as piloting the Jolly Roger through the void, the quest entails docking at space stations and starbases where you can explore buildings, interacting with the inhabitants to trade, repair any damage to the ship, glean information from battle-scarred veterans, get drunk at the bar or even play the latest video game!

There's a host of alien craft out there - some friendly, others not so hospitable - and it's up to you to figure out exactly whose side they're on. And with only a paltry laser cannon to defend yourself at the outset of your mission, your judgement had better be right first time!

C+VG HIT!

UPDATE

Origin have programmed versions of Space Rogue for the ST, Amiga and C64, and they should be available from good software stores throughout the galaxy as you read this.

PC
£29.99

Elite, to many connoisseurs of the digital space-opera is the be-all-and-end-all of the genre. But after playing Space Rogue for some considerable time, I have to say (and I'm putting my neck on the block here) that we now have, at the very least, a true contender for Elite's title and, at most, a game which beats the all-formats classic hands down in terms of graphic excellence and general playability. Where Elite fell down was the fact that there was no real conclusion, apart from gaining Elite status. Space Rogue, on the other hand, has a definite quest involved which, in my mind, makes for a much more enjoyable game. But what really makes Space Rogue something special is the ability to land and walk around in the space stations, interacting with the various people stationed there. As with the Ultima games from which this section is obviously derived, it's very enjoyable as well as being necessary to completion of the quest - which makes up for the slightly disappointing in-flight combat which, although nicely done (with its spectacular external views) pales somewhat in comparison with Elite's dog-fighting. For depth of gameplay, though, I think Space Rogue knocks spots off Braben's all-time great. Why not buy it and make up your own mind?

PAUL RAND

GRAPHICS	94%
SOUND	79%
VALUE	96%
PLAYABILITY	97%
OVERALL	96%

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". . . an incredible-looking game. The graphics are absolutely superb, with amazing sprite animation and visual effects." C + VG HIT "Palace have really put everything into this one . . . it's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD "Barbarian II is packed with humorous touches . . . great animation . . . the sound effects, too, are top quality . . . hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD

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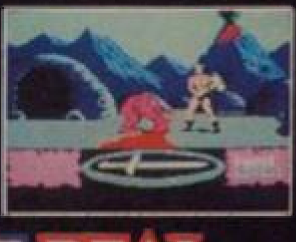

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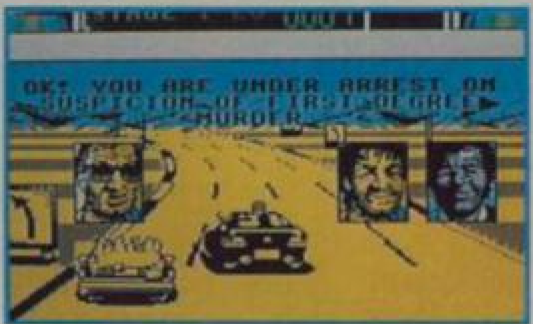
THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	4	PAPERBOY	ENCORE	●	●	●	-	-
2	1	CHASE HQ	OCEAN	●	●	●	●	●
3	-	FANTASY DIZZY	CODE MSTRS	●	●	●	-	-
4	7	TURBO OUTRUN	US GOLD	●	●	●	●	●
5	-	BUGGY BOY	ENCORE	●	●	●	-	-
6	3	GHOSTBUSTERS II	ACTIVISION	●	●	●	●	●
7	2	BATMAN	OCEAN	●	●	●	●	●
8	-	GAZZA'S SOCCER	EMPIRE	●	●	●	●	●
9	6	ROBOCOP	OCEAN	●	●	●	●	●
10	13	GHOULS/GHOSTS	US GOLD	●	●	●	●	●
11	-	IK+	HIT SQUAD	●	●	●	-	-
12	-	T I DIZZY	CODE MSTRS	●	●	●	-	-
13	14	GHOSTS/GOBLINS	ENCORE	●	●	●	-	-
14	-	COMBAT SCHOOL	HIT SQUAD	●	●	●	-	-
15	5	OP THUNDERBOLT	OCEAN	●	●	●	●	●
16	-	BEARDSLEY'S FB	PREMIER	●	●	●	●	●
17	-	FBALLER/YEAR II	GREMLIN	●	●	●	●	●
18	8	UNTOUCHABLES	OCEAN	●	●	●	●	●
19	-	SPACE HARRIER	ENCORE	●	●	●	●	●
20	9	HARD DRIVIN'	DOMARK	●	●	●	●	●

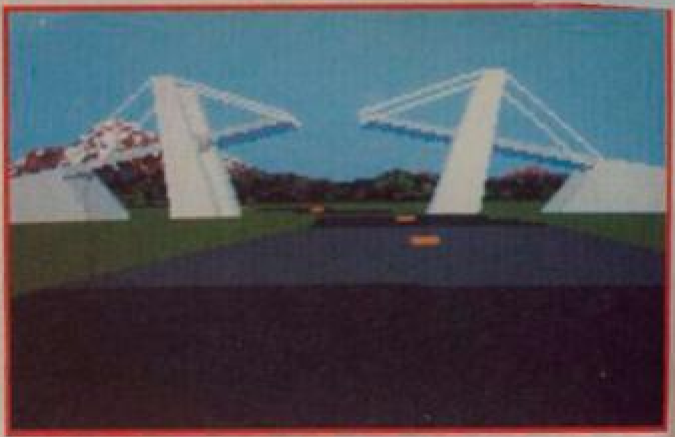

OK! YOU ARE UNDER ARREST ON SUSPICION OF FIRST DEGREE MURDER

GASCOIGNE
BAILEY
SPURS
MAN UTD

The charts are always full of surprises, but we certainly didn't expect Chase HQ to be knocked off the top so quickly - and by Paperboy, yet! The popularity of Fantasy World Dizzy with Spectrum and Amstrad owners shoves it right up the chart, so don't be surprised if it rises even higher by next month. The Ghosbusters/Batmania didn't last long as long as expected, and one wonders (doesn't one?) whether they'll match Robocop for stamina (almost 18 months in the top ten and still going strong! Blimey!)

AMIGA TOP 20

1	-	Bomber	Activision	89%
2	2	Op Thunderbolt	Ocean	89%
3	1	Chase HQ	Ocean	93%
4	-	Advanced Ski Sim	Code Mstrs	66%
5	10	Shadow of t' Beast	Psygnosis	78%
6	6	Interphase	Imageworks	93%
7	9	Untouchables	Ocean	89%
8	12	Kick Off	Anco	84%
9	4	Hard Drivin'	Domark	91%
10	16	Turbo Out Run	US Gold	80%
11	8	Ghostbusters II	Activision	85%
12	7	Space Ace	E I	39%
13	20	Power Drift	Activision	82%
14	-	Future Wars	Delphine	79%
15	-	T I Dizzy	Code Mstrs	77%
16	-	Populous	EA	94%
17	13	Kick Off Extra Time	Anco	85%
18	3	Batman	Ocean	96%
19	14	Stunt Car Racer	Microstyle	93%
20	-	Gazza's Soccer	Empire	55%



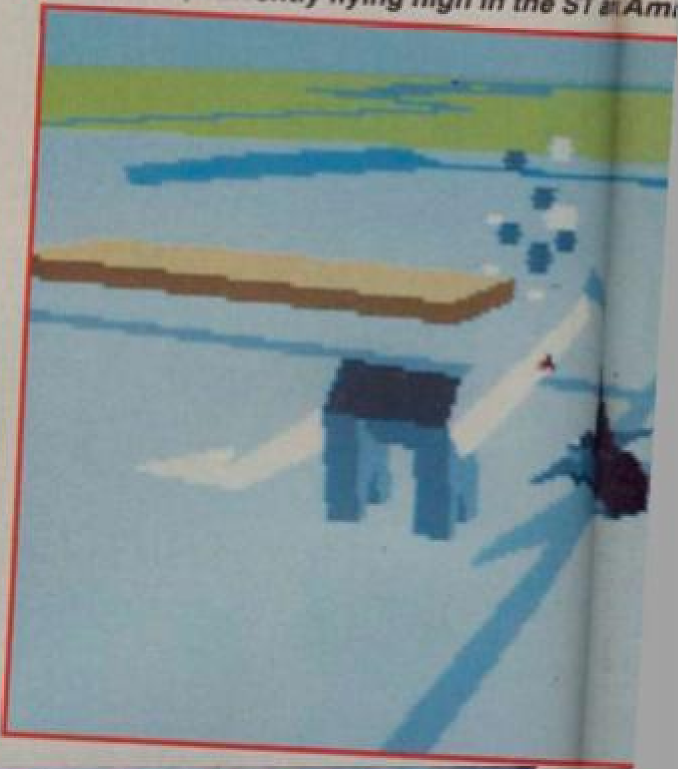
▲ *Hard Drivin', still tootling around the top ten.*

Quite a surprise to see an original product at the top of the chart for once - and it's not as if Bomber has been heavily hyped recently. Code Masters make their Amiga chart debut with two of their ex-Spectrum £4.99 titles. Is 16 bit budget software finally taking off?

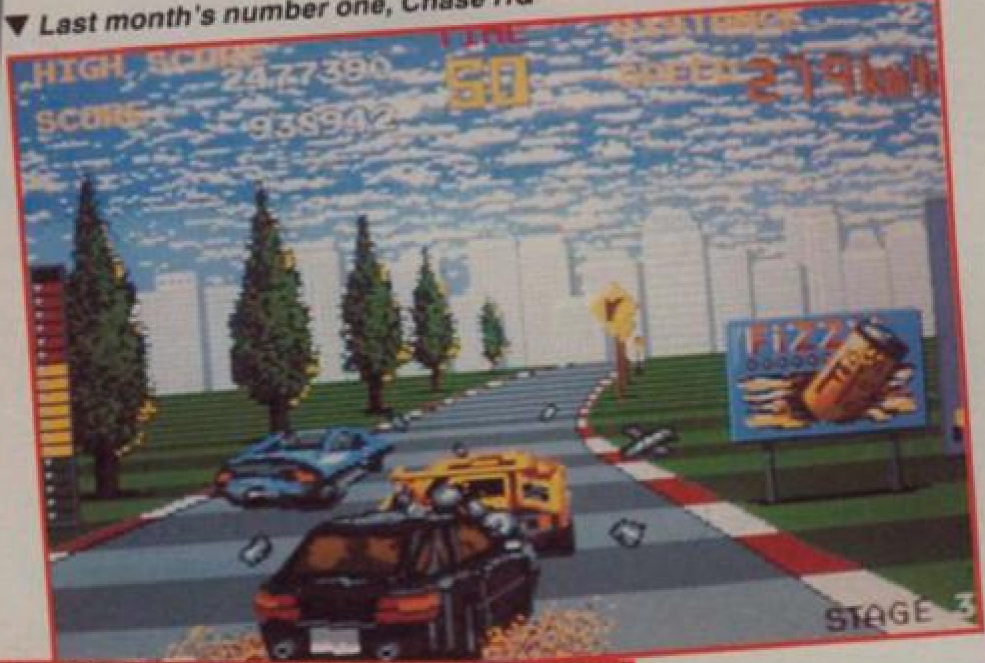
PG'S TIP FOR THE TOP

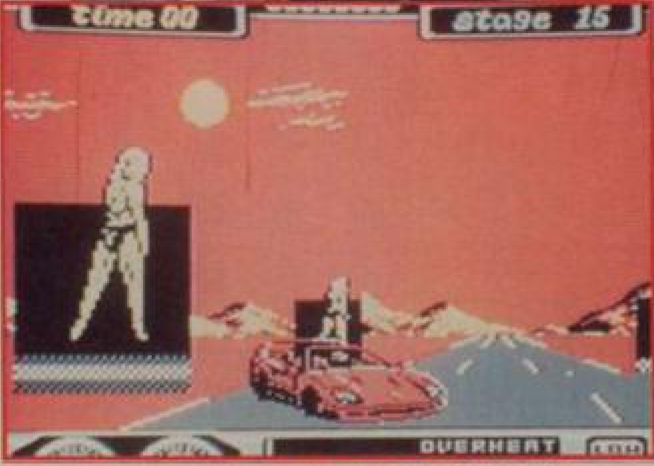
MIDWINTER: Enthralling action adventure with loads to do and see. Sure to be a hit for Microprose.

▼ *Bomber, currently flying high in the ST an Ami*



▼ *Last month's number one, Chase HQ*





▲ *US Gold's Turbo Outrun in at number two.*

At last we're seeing some decent rereleases, and three of them have worked their way into the top five. I'm talking Buggy Boy, Combat School and IK+ here, not Paperboy, because that's a bit whiffy really and hardly deserving of top spot.

PG'S TIP FOR THE TOP

VENDETTA: Terrific blend of Last Ninja, Commando and Chase HQ makes for a great game. Check out the review on page 38 for all the gen.

C64 TOP 20

1	4	Paperboy	Encore	68%
2	3	Turbo Outrun	US Gold	93%
3	-	Buggy Boy	Encore	93%
4	-	Combat School	Hit Squad	90%
5	-	IK+	Hit Squad	91%
6	1	Chase HQ	Ocean	33%
7	-	Gazza's Soccer	Empire	53%
8	11	Ghouls/Ghosts	US Gold	85%
9	16	MiG 29	Code Mstrs	49%
10	-	Beardsley's F/ball	Premier	40%
11	5	Ghostbusters II	Activision	70%
12	6	Robocop	Ocean	90%
13	2	Batman	Ocean	90%
14	10	Ghosts & Goblins	Encore	90%
15	7	Double Dragon II	Melb Hse	50%
16	-	Myth	System 3	90%
17	-	Space Harrier	Encore	45%
18	-	Postman Pat II	Alternative	74%
19	-	W C Leaderboard	Kixx	91%
20	-	Sooty & Sweep	Alternative	70%

THE C+VG CHARTS

▲ *Midwinter should glide to the top of the chart by next month.*

It's no surprise to see Dungeon Master's long-awaited follow-up, Chaos Strikes Back at number two, but just to prove that wonders never cease, Bomber tops the ST chart as well as the Amiga one! Not only that, there're no Ocean games in the top four! Gasp!

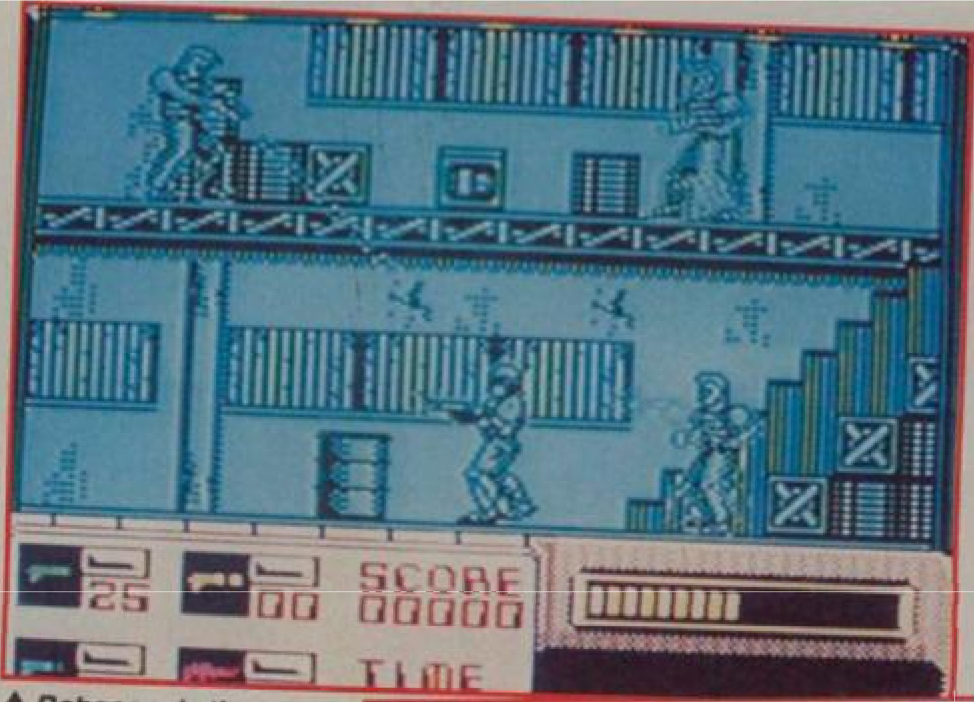
PG'S TIP FOR THE TOP

MIDWINTER: Stunning graphics and true-to-life gameplay make this one of the very best ST titles of recent months.

ATARI ST TOP 20

1	-	Bomber	Activision	89%
2	-	Chaos Strikes Back	Mirrorsoft	96%
3	-	Gazza's Soccer	Empire	51%
4	3	Ghostbusters II	Activision	85%
5	1	Chase HQ	Ocean	93%
6	-	Advanced Ski Sim	Code Mstrs	65%
7	17	Ghouls & Ghosts	US Gold	90%
8	-	Footballer/Year2	Gremlin	79%
9	15	Kick Off Extra Time	Anco	85%
10	9	Kick Off	Anco	84%
11	2	Batman	Ocean	85%
12	-	TV Sports Football	Mirrorsoft	85%
13	-	Ninja Warriors	Virgin	87%
14	7	Robocop	Ocean	80%
15	4	Hard Drivin'	Domark	92%
16	13	Turbo Outrun	US Gold	80%
17	-	Microprose Soccer	Microprose	73%
18	-	T I Dizzy	Code Mstrs	79%
19	-	Falcon	Mirrorsoft	94%
20	-	Future Wars	Delphine	79%

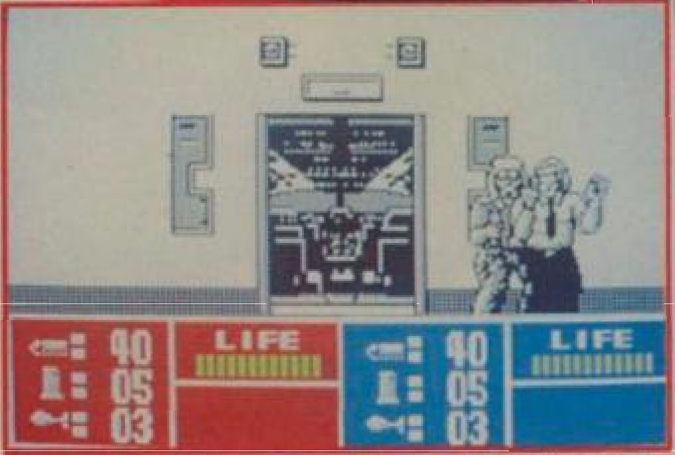
ST and Amiga charts!



▲ *Robocop -is there no stopping him?*

SPECTRUM TOP 20

1	17	Fantasy W Dizzy	Code Mstrs	81%
2	5	Paperboy	Encore	89%
3	1	Chase HQ	Ocean	97%
4	-	T I Dizzy	Code Mstrs	80%
5	11	Ghosts & Goblins	Encore	89%
6	7	Turbo Outrun	US Gold	80%
7	-	Buggy Boy	Encore	72%
8	15	Short Circuit	Hit Squad	60%
9	-	Beardsley's Fball	Premier	50%
10	1	Batman	Ocean	92%
11	3	Ghostbusters II	Activision	79%
12	-	Gazza's Soccer	Empire	56%
13	6	Robocop	Ocean	92%
14	-	Ghostbusters	Mastertron	69%
15	14	Renegade	Hit Squad	86%
16	-	Four Soccer Sims	Code Mstrs	70%
17	-	Space Harrier	Encore	76%
18	19	Ghouls & Ghosts	US Gold	90%
19	10	Hard Drivin'	Domark	80%
20	4	Op Thunderbolt	Ocean	80%



▲ *Op Thunderbolt, down from fourth to twentieth*

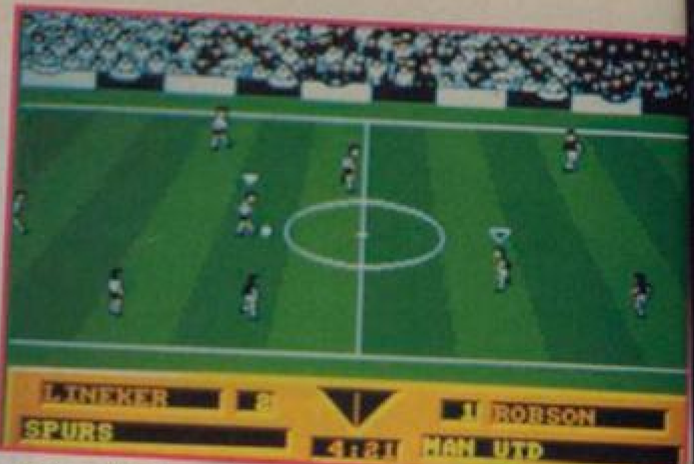
Every Spectrum owners' favourite ovoid once again sproings his way to the top of the chart, bouncing Chase HQ down two places from last month. Not only that, Dizzy's 1989 adventure on Treasure Island has worked it's way back up to the number four slot. What a popular little egg he is!

PG'S TIP FOR THE TOP

BOULDER DASH 4: Cracking the Dizzy phenomenon is going to be tough, but this fab budget puzzle game could be the one to do it.

AMSTRAD TOP 20

1	-	Fantasy Dizzy	Code Mstrs	85%
2	5	Paperboy	Encore	85%
3	3	Chase HQ	Ocean	97%
4	-	Buggy Boy	Encore	90%
5	2	Batman	Ocean	87%
6	-	IK+	Hit Squad	88%
7	-	Combat School	Hit Squad	80%
8	1	Ghostbusters II	Activision	80%
9	-	Footballer/Year 2	Gremlin	77%
10	19	Pub Trivia	Code Mstrs	77%
11	4	Op Thunderbolt	Ocean	80%
12	8	Turbo Outrun	US Gold	85%
13	6	Robocop	Ocean	89%
14	-	Gazza's Soccer	Empire	54%
15	-	Ghouls & Ghosts	US Gold	86%
16	11	Crazy Cars	Hit Squad	60%
17	-	Miami Vice	Hit Squad	77%
18	-	Four Soccer Sims	Code Mstrs	70%
19	7	Hard Drivin'	Domark	80%
20	-	Pro Mountain Bike	Code Mstrs	77%



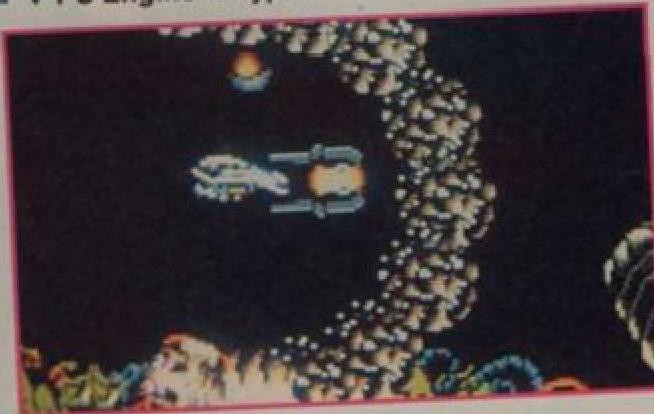
▲ *Gazza's Super Soccer - not top of the league yet.*

Fantasy World Dizzy jumps straight to number one in the Amstrad chart too, giving Chase HQ no chance to take the top position it so richly deserves.

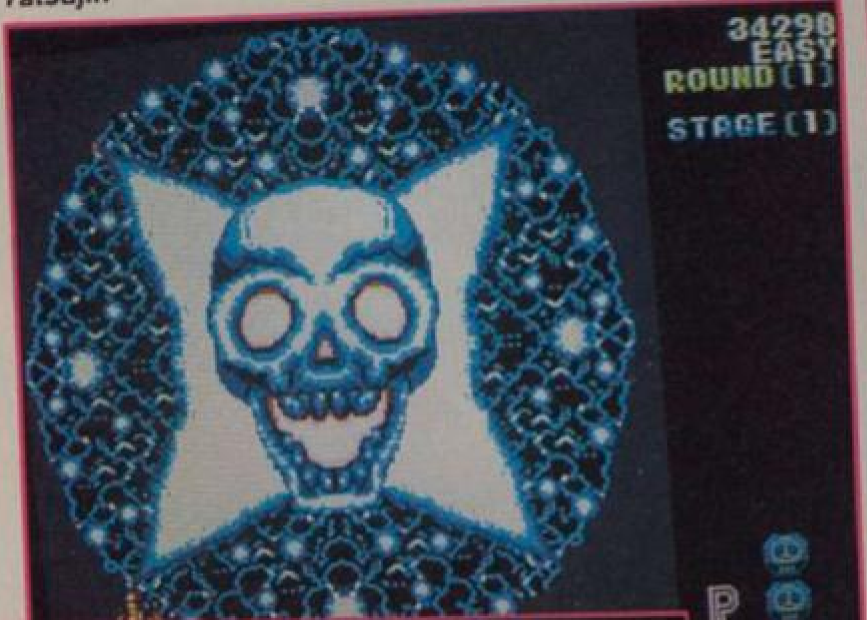
PG'S TIP FOR THE TOP

GUARDIAN II: Hi-Tec's superb conversion of the classic arcade game Stargate. Anyone into good, old-fashioned mutant blasting had better get their hands on this budget gem, and quick about it too!

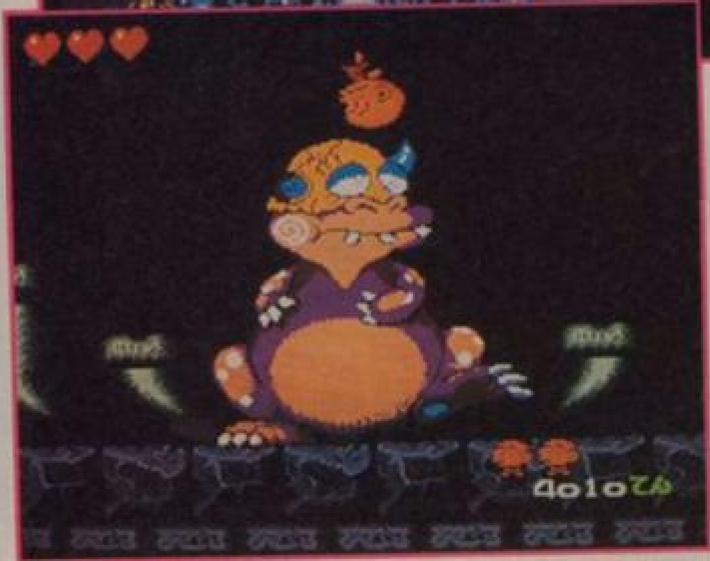
▼ *PC Engine R-Type*



Tatsujin



LAPTIME 0'42"43
BEST LAPTIME 0'42"43
PAUSE



▲ *PC Kid, the ultimate paleolithic head-banging caper.*

1		Gunhed	96%
2		PC Kid	95%
3		Volfied	93%
4		Tiger Heli	92%
5		R-Type I & II	90%

PC ENGINE CHART

Once again, these are our own five (well, ok, six) favourite games on the Engine. As far as we're concerned Gunhed is still unsurpassed as far as shoot 'em ups go, which would explain why it's selling faster than anyone can import it!

1		Golden Axe	96%
2		Super Shinobi	95%
3		Super Hang-On	94%
4		Ghouls 'n' Ghosts	94%
5		Tatsujin	92%

MEGADRIVE CHART

No-one produces a chart for the Megadrive yet, so these are the C+VG team's favourite five Sega games of the moment. As you can see, beat 'em ups are tops in our office, but Ghouls 'n' Ghosts is still very much a favourite of the tougher, shoot 'em up fans (like Andrea).

Castle Master
Castle Master
Castle Master
Castle Master
Castle Master

Castle Master

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Atari ST C 64 Spectrum & Amiga Screenshots

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incentive
The Award Winners

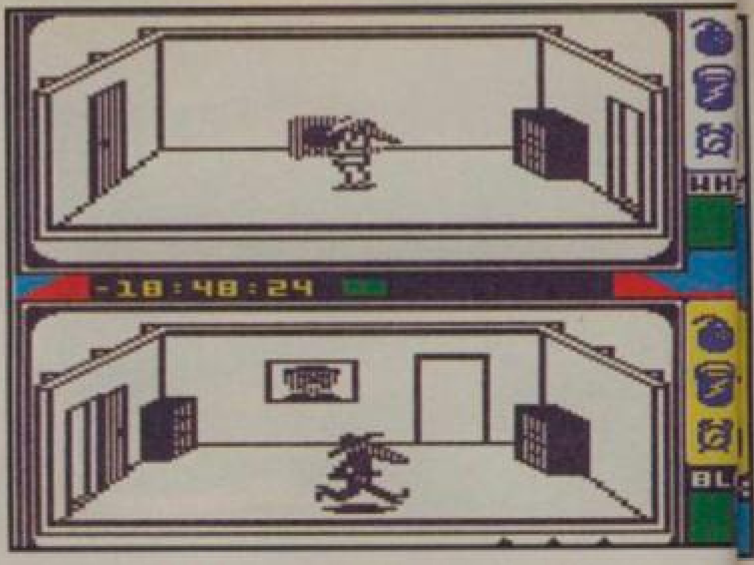
DOMARK

SPY VS SPY

HI-TEC

The first release on this new budget label sees MAD Magazine's Black and White spies battling it out against one another in the hunt for a set of secret documents in an abandoned office building. Each spy has a selection of booby trap devices such as bombs, ropes and springs with which to stop the opposing agent from collecting all of the required items (plans, passport, travellers' cheques and the ignition key for the waiting plane) before you do. All this against a strict time limit which decreases each time you're nabbed by the enemy.

What we have in Spy Vs Spy is a simple idea but a very addictive game. Split screen arcade adventures usually can't fail, and this no exception - especially two-player mode. Things g very hectic after a while an when the two spies are in t same room, the screens merge to become a slapst beat 'em up with clubs - gr fun.



C64
£2.99

A hilarious slapstick comedy classic, sporting superb one or two-player action and an utterly fab tune. A C64 classic that simply shouldn't be missed.

OVERALL 97%

SPECTRUM
£2.99

A cracker of a game, especially when two players are taking part - Spy Vs Spy will go down a bomb!

OVERALL 82%

AMSTRAD
£2.99

Fast and furious sabotage antics which CPC owners can't afford to miss.

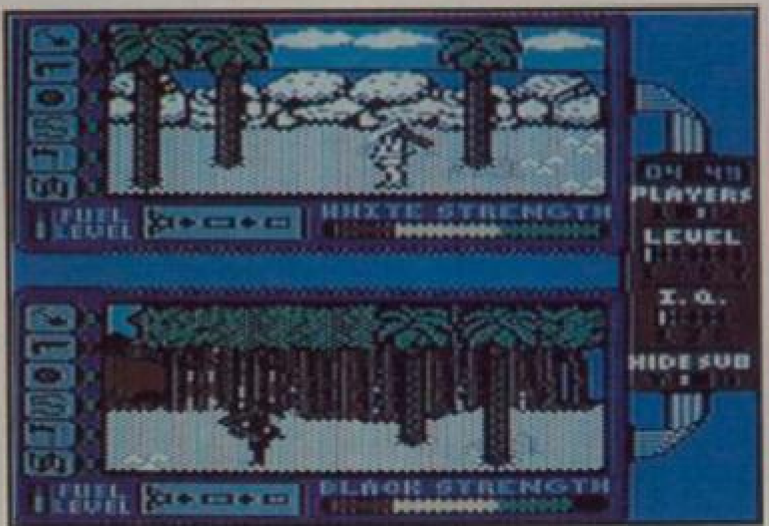
OVERALL 88

SPY VS SPY II - THE ISLAND CAPER

HI-TEC

The two MAD spies are back, and they've crashed onto a sub-tropical island - quite handy really, for the top-secret XJ4.5 missile is hidden there somewhere, broken up into three parts. The objective is to recover all the pieces, then rush to the waiting submarine before the other spy does exactly the same. Again, there's a time limit to work to - run out of seconds and the volcano at the middle of the island erupts, destroying everything and everyone in the vicinity.

The Island Caper not only maintains the standard of the original Spy game, but actually improves on it. Graphics are very atmospheric, with lots of different areas on the island including jungles and swampland (watch out for the quicksand!). There's a whole new range of tools and traps to use, including coconut bombs and a spade with which to dig pits, and the same urgency is present in the gameplay as was in the prequel.



C64
£2.99

A marvellous game which takes the formula of the original and twists it to make a highly enjoyable and fun-packed one or two-player game. An island caper not to miss out on.

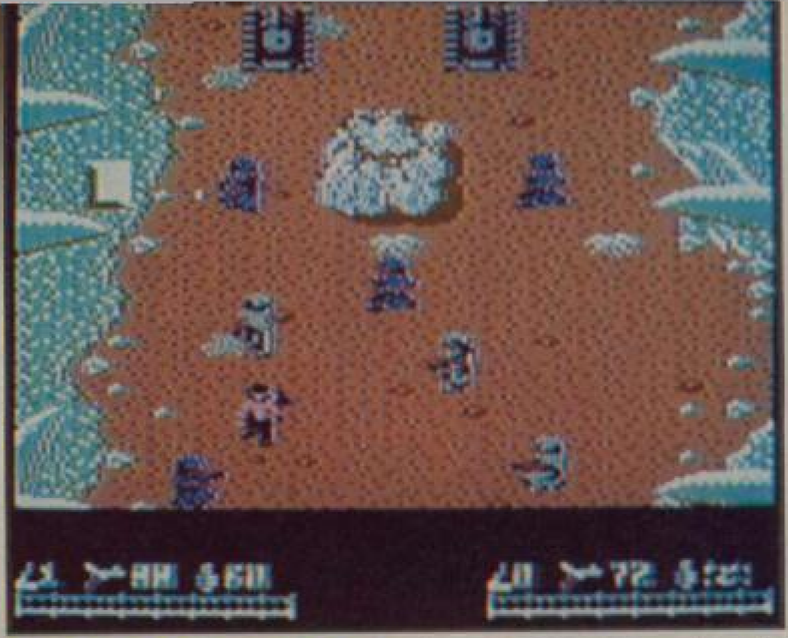
OVERALL 93%

IKARI WARRIORS

ENCORE

General Bonn has been kidnapped by jungle guerrillas and it's up to you (and a chum) to rescue him in this conversion of SNK's Commando-clone. One or two Rambo lookalikes storm up the vertically-scrolling screen, dealing death and destruction to the oncoming hordes. Those careless guerrillas have left a few unguarded tanks lying around, and the boys can jump in and feel quite safe for a while - until the fuel level drops to critical, that is! Pick up extra petrol, bullets and grenades as you go, and try not to lose any of your lives if you want any chance of reaching the General.

This is a brilliant conversion of the coin-op, across the board, and considering that it reached number one when first released £2.99 is a small price to pay for such a good game. Graphics are scaled down yet effective, and sound is tip-top too; the 64's tune is a corker! If you enjoyed the coin-op, or simply crave for a spot of no-holds-barred killing, Ikari is the one for you!



▲ The C64 version plays brilliantly.

AMSTRAD
£2.99

The best of the lot. Superb, colourful graphics and spot-on tunes and effects compliment the violent gameplay perfectly. A must.

OVERALL 91%

SPECTRUM
£2.99

Crisp, monochrome graphics have a strange appeal, and the limited effects don't harm the tough and demanding gameplay at all.

OVERALL 84%

C64
£2.99

Rough, but effective graphics and a brilliant tune stand out - the game is not half addictive, either!

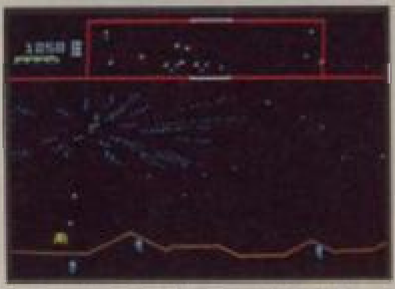
OVERALL 89%

GUARDIAN II

HI-TEC

Climb aboard your Mk II fighter craft and stop the Mutants from killing the last few remaining humans left on Earth by blowing them to kingdom come as soon as you see them. If a Mutant manages to pick up a human and carry him off the top of the screen that man is lost and things become even tougher, with more aliens around to capture less people. A wraparound radar at the top of the screen plots the position of your ship and the enemy craft, and once all baddies are destroyed you move to the next, harder level.

Guardian II is a fast and furious clone of the ancient Williams coin-op, Stargate (sequel to Defender), possessing all the qualities which give fans of such "Classic" shoot 'em ups the screaming ab-dabs. The sprites are small but whizz around the screen very quickly, and playability is first-class; in other words, if blasting is your bag, rake together those pennies and purchase immediately!



▲ An Amstrad megablast!

AMSTRAD
£2.99

A Stargate clone of such high quality that you'd think you were in an arcade. Excellent mindless blasting fun for the mindless blasters among you.

OVERALL 92%

SPECTRUM
£2.99

Not quite as colourful as the Amstrad version of course, but plays just as well. Probably the best game of it's type on the Speccy.

OVERALL 90%

FIGHTING WARRIOR

MASTERTRONIC

The unofficial follow-up to the Exploding Fist series casts the player as an Egyptian hero, out to rescue the Princess from the clutches of an evil demon. Hike across the hot desert sands, knocking seven bells out of the mythological monsters which have been sent to stop you in your tracks, then enter the demon's pyramid and do exactly the same until you eventually reach the big baddy himself. Kick him in and the love of the fair maiden is yours!

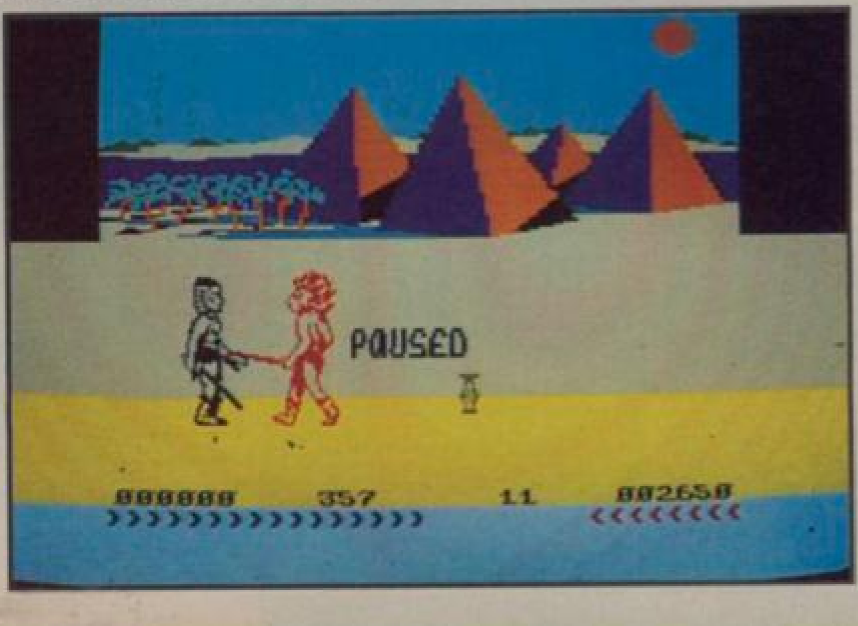
As a beat 'em up, Fighting Warrior isn't really much cop. The combat moves are limited, and the various opponents you come up against aren't that difficult to overcome. Graphics are well drawn and animated, but the backdrops are a bit bare. There are better beat 'em ups than Fighting Warrior on the market at the same price.

AMSTRAD
£2.99

Sparse playing area, lack of combat moves and simplistic gameplay make Fighting Warrior a bit of a no-no.

OVERALL 51%

▼ He's an ugly bleeder, innee



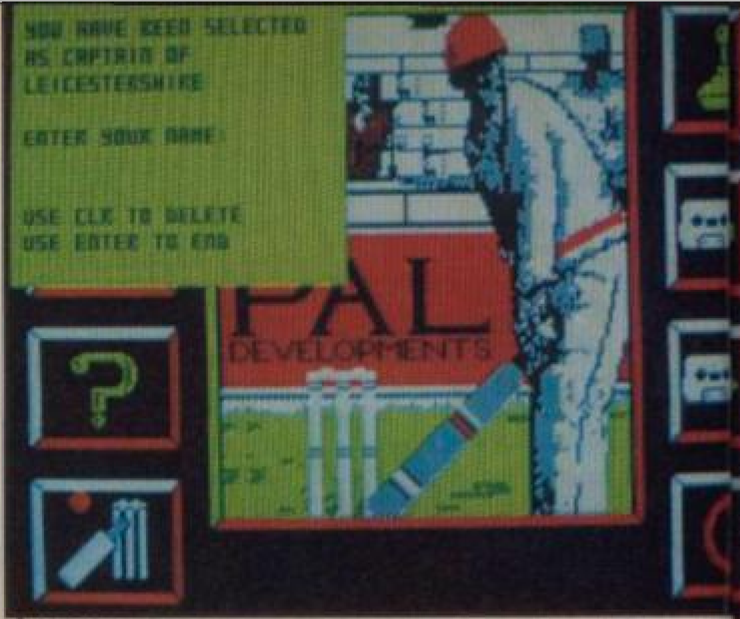
BUDGET

CRICKET CAPTAIN

HI-TEC

All the fun of the cricket ground - and not a South African protest in sight! That's because Cricket Captain is a management sim based on the Refuge Assurance League - cricket's version of the Football League. The goal is to get to the top of the table by the end of the season, using both management skills and your prowess as team captain.

Choose your options from a menu of ten providing team information, fixtures lists, etc, etc. A match can be one of two types; a Friendly, where two teams get together for a sporting knockabout or a League Match where the stakes are high and the price of defeat is the loss of valuable points.


YOU HAVE BEEN SELECTED AS CAPTAIN OF LEICESTERSHIRE

ENTER YOUR NAME:

USE CLR TO DELETE
USE ENTER TO END

▲ *HOWZAT! Not bad, and no rocks on the pitch neith*

While Cricket Captain isn't the best computer cricket game in the world, it certainly gives the majority a run for their money. The management side of things works well and, although on-screen matches are poorly displayed, they don't hurt the overall game too much. If you can't wait for the start of the cricket season, Cricket Captain is a cheap and cheerful way to tide you over.

C64
£2.99

Not a bad simulation of a cricket season - at least there aren't any rocks raining onto the pitch during play!

OVERALL 63

BOULDERDASH IV

HI-TEC

Rockford is back on budget, only this time it's a different label and now you can create your own caves for him to solve!

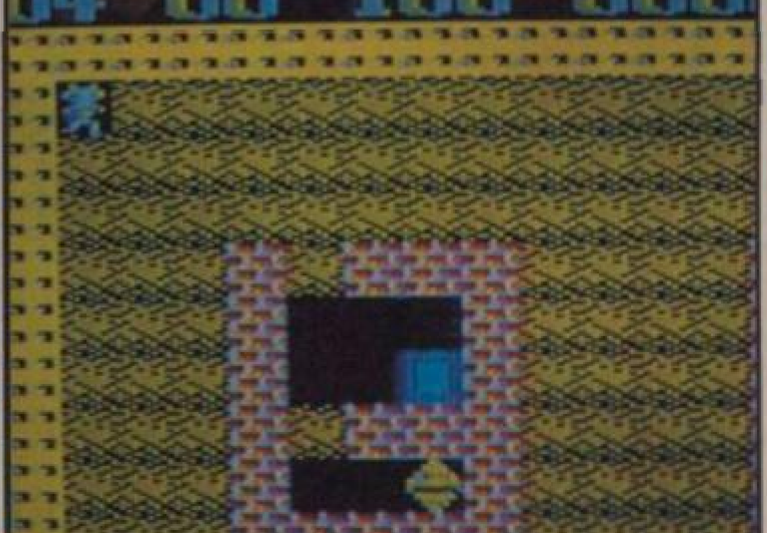
To anyone who doesn't know, Rockford the Rock Mite's one aim in life is to rush around underground caverns, picking up the diamonds that he finds. Of course, things are complicated by tumbling boulders, exploding fireflies and amoebae which grow into any available space. Sixteen caves are ready and waiting to be conquered, but should you tire of these there's a construction kit included in the package which lets you become a cave-architect, designing all manner of subterranean terrors.

The Boulderdash games were always maddeningly addictive, and the inclusion of a cave editor prolongs the life of this one even further. The graphics aren't spectacular, but they more than serve their purpose and anyway, you'll be busy enough trying to pinch diamonds and stay in one piece to be bothered about what everything looks like. For a title of this calibre, £2.99 is a small price to pay.

C64
£2.99

C64 owners who don't get their hands on Boulderdash IV ought to have a boulder dropped on them from a great height.

OVERALL 94%



AMSTRAD
£2.99

An amazingly good game which, despite its age, remains as challenging and addictive as it was when first released. The addition of the construction kit, makes it well worth the wonga.

OVERALL 90%

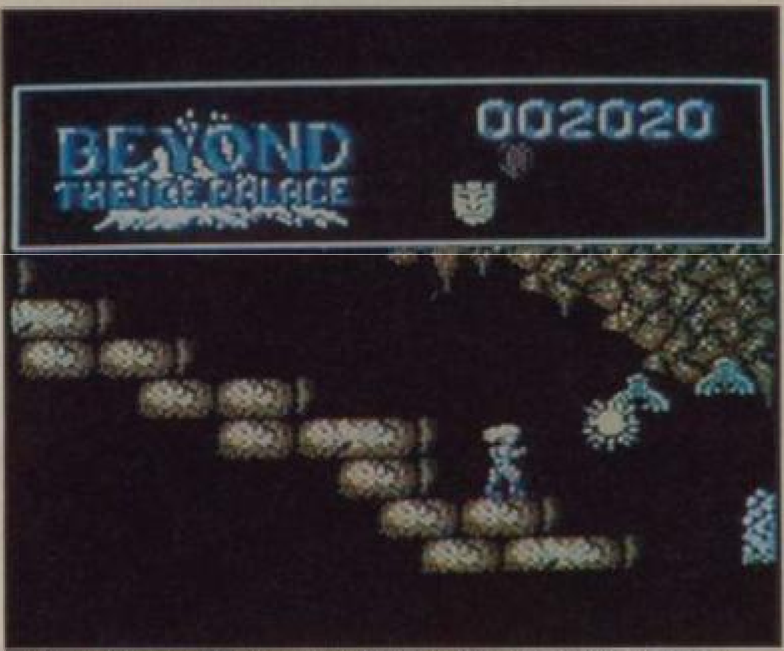
BEYOND THE ICE PALACE

ENCORE

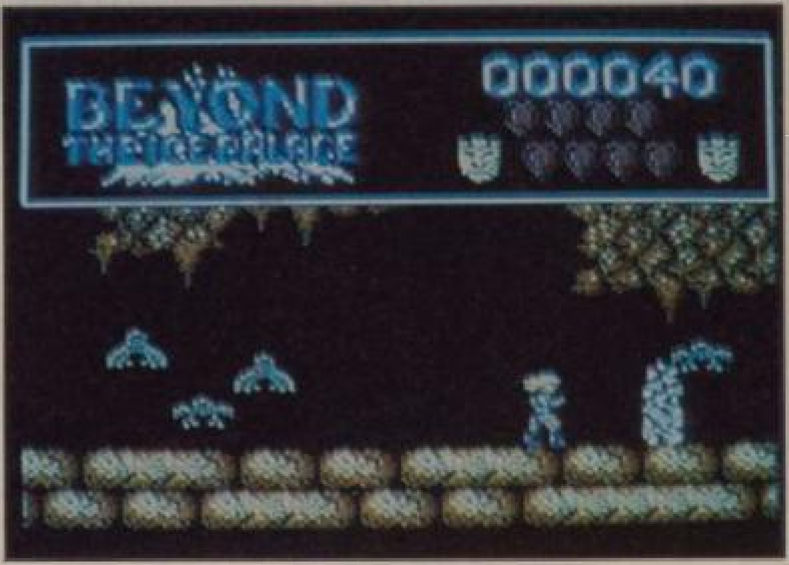
There's a land to the north, just beyond the Ice Palace, and it's really nice and everyone lives in peace and harmony. Ahhh. Unfortunately, between here and there dwell some of the nastiest, most horrible creatures ever to walk the Earth. Oooh. The only way of bringing some sort of balance between the two is to send someone out to give the monsters a good seeing-to. And with the help of your magic weapon and a friendly silvan smart-bomb spirit, that's what you have to do.

Beyond the Ice Palace is honest-to-goodness arcade adventuring fare, with appealing graphics (although colour-clash rears its ugly head), so-so sound and mildly addictive bounce-and-blast gameplay. There's a fair amount of death-dealing to do, and some of the baddies are well hard so even though you get nine lives, you should find the going sufficiently tough.

▼ *Yow! Watch out for those batlike reptiles!*



▼ *Shoot down that barrier for maximum thrill-points!*



SPECTRUM
£2.99

A pleasing arcade adventure which offers nothing new, but still manages to grab the attention for a while.

OVERALL 69%

AMSTRAD
£2.99

The same game as the others, with more colour than the 64 version but with slightly blockier graphics.

OVERALL 69%

C64
£2.99

More colourful than the Spectrum version, and better sound, but basically the same mildly challenging romp through the woods.

OVERALL 70%

MOUNTAIN BIKE RACER

ZEPPELIN

Mountain bikes are all the rage at the moment, and here's the first game based on this form of trendy transport. Ride and jump over ramps 'n' rocks but make sure you don't smash your front wheel against a wall! At the end of each level is a rad cycling add-ons shop which stocks super-wide wheels, chains and extra time.

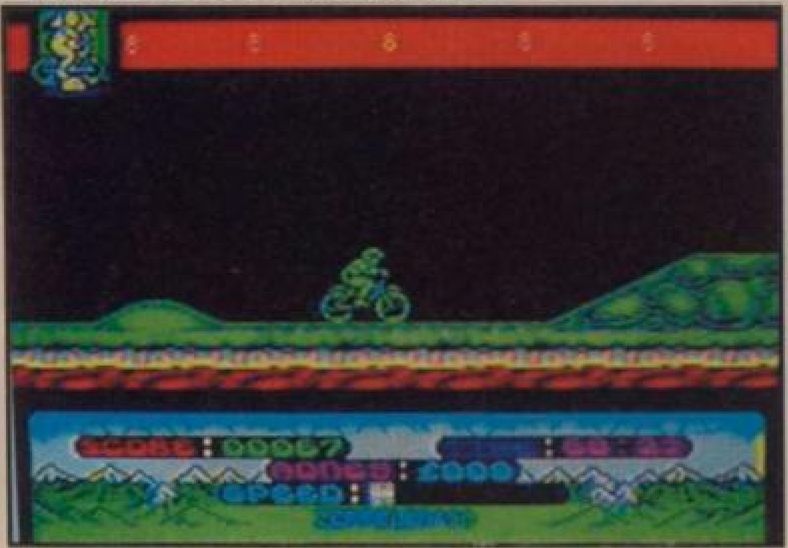
Just when I thought I'd seen the last of the Kikstart clones, along comes this one, which, frankly, is nowhere near as good as the original. It looks okay (although your mount looks nothing like a mountain bike) but the problem lies in the fact that the joystick controls don't correspond to the actions which are being taken - for instance, up and down for speed? Right to pull a wheelie? Hmmm, I don't think so...

SPECTRUM
£2.99

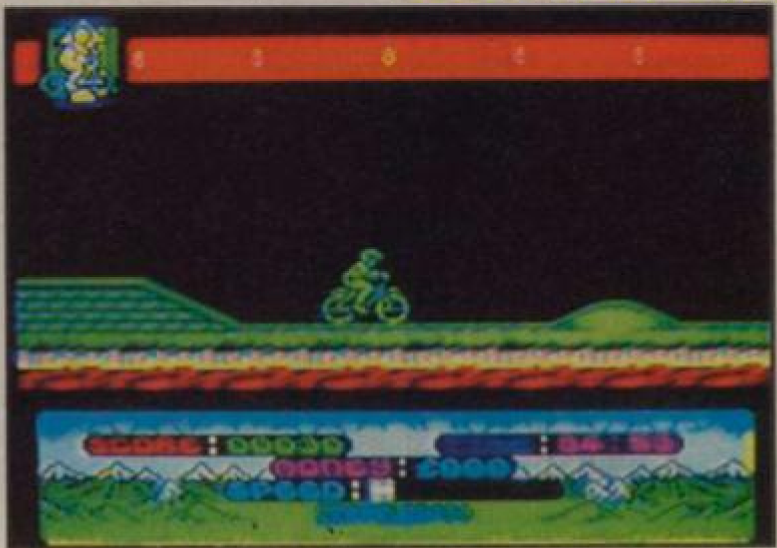
A Kikstart clone with few redeeming features - it shouldn't be near the top of your essential purchases list.

OVERALL 44%

▼ *Whee! I like to ride my bi-see-cull...*



▼ *...But not in this game!*



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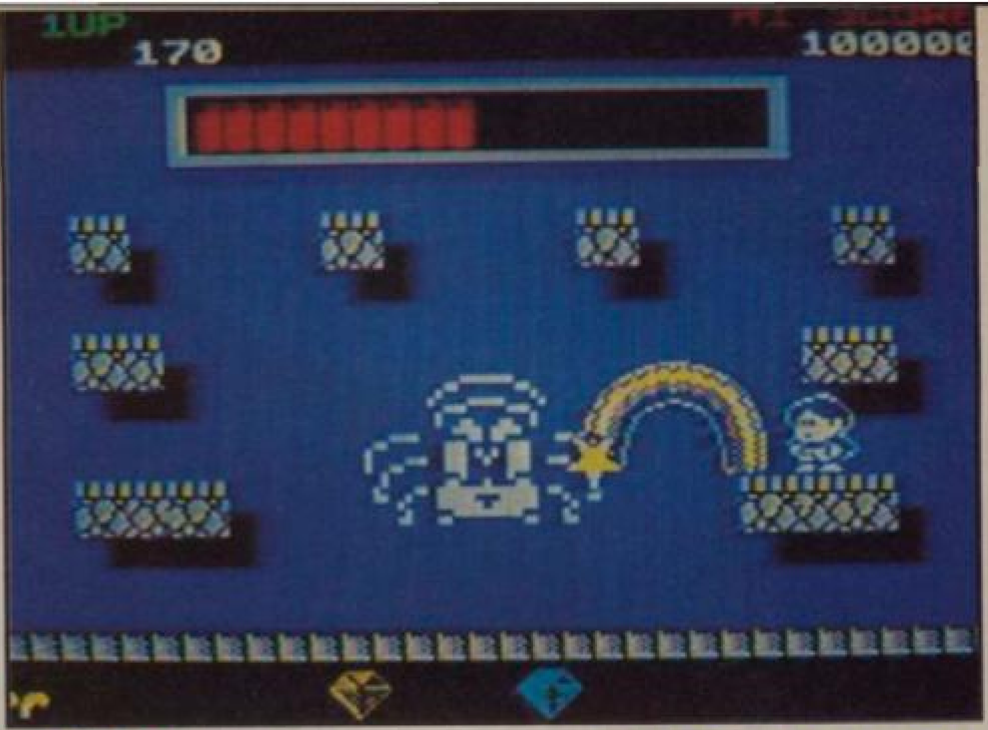


RAINBOW ISLANDS

OCEAN

After all the legal battles and general confusion as to exactly who was to convert this sequel to Bubble Bobble, Rainbow Islands has finally fallen into the hands of Ocean, who are now definitely releasing it.

Baron von Blubba has kidnapped all the inhabitants of the seven islands and has replaced them with his own henchmen. As Bub, hero of Bubble Bobble and now in human form, your task is to reach the top of each of the islands before they sink into the ocean, and finally reach the last island and rescue the hostages. As well as the usual directional and jump controls, Bub also has the use of a magic rainbow which he can use as either a bridge to climb across to firmer footing, or as a weapon with which to trap and crush the nasties.

Rainbow Islands is a fantastic a game (in fact, looking back we think we underrated it on the ST) and these new versions are simply staggering. Rainbow Islands is going to be THE game of 1990 - and if it isn't, we'll gladly eat our words!!

C64
£9.99

This conversion is awesome, containing all the best bits of the coin-op and some startling graphics and sound to boot!

OVERALL 96%

AMIGA
£24.99

Practically arcade perfect, Amiga Rainbow Islands is an outstanding platform game which you'd be an absolute twerp to miss out on.

OVERALL 96%

SPECTRUM
£9.99

Highly colourful, devoid of attribute problems and easily as playable as the others, Spectrum owners will have to go a long way to find a better coin-op conversion than Rainbow Islands.

OVERALL 95%

STRYX

PSYCLAPSE

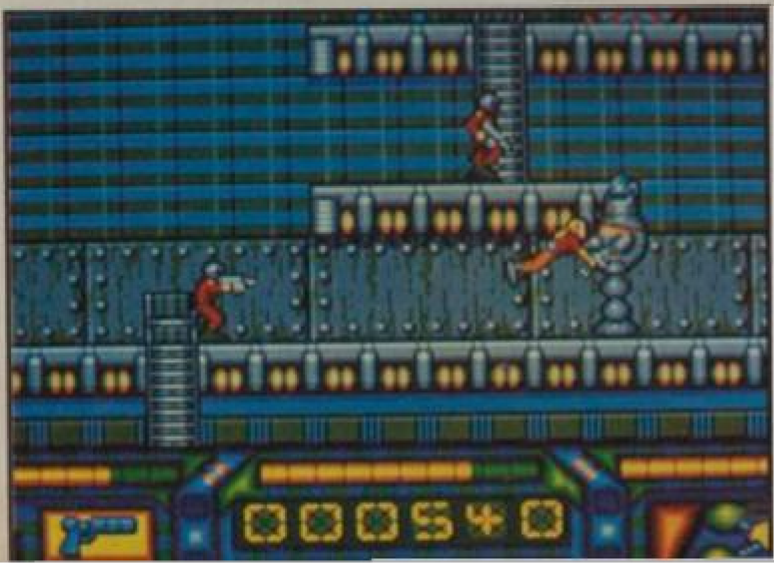
It's 3106 AD, and Earth has been almost annihilated by the Techno-wars. The remaining inhabitants built four Dome Cities, which kept the humans and the now toxic atmosphere apart. Linked by a rail system, the whole job was done by Cyborg droids. All was peaceful, until a report told that the war was instigated by machines. A three year lifespan was placed on all robots, something which the droids aren't happy at, so they rose up and revolted - and it's left to you to stop them taking over the Domes.

Stryx is a fun title, incorporating many different game styles (my favourite is the Strangeloop-type section which is packed with robots). Graphics are up to the usual Psygnosis standard, and there's certainly a lot to keep shoot and search fans happy while they're waiting for the next big coin-op conversion is released - and probably a while longer, too.

AMIGA
£19.95

An enjoyable product on Psygnosis' cheaper label, with high-quality graphics and sound, and a pretty good game in between.

OVERALL 82%

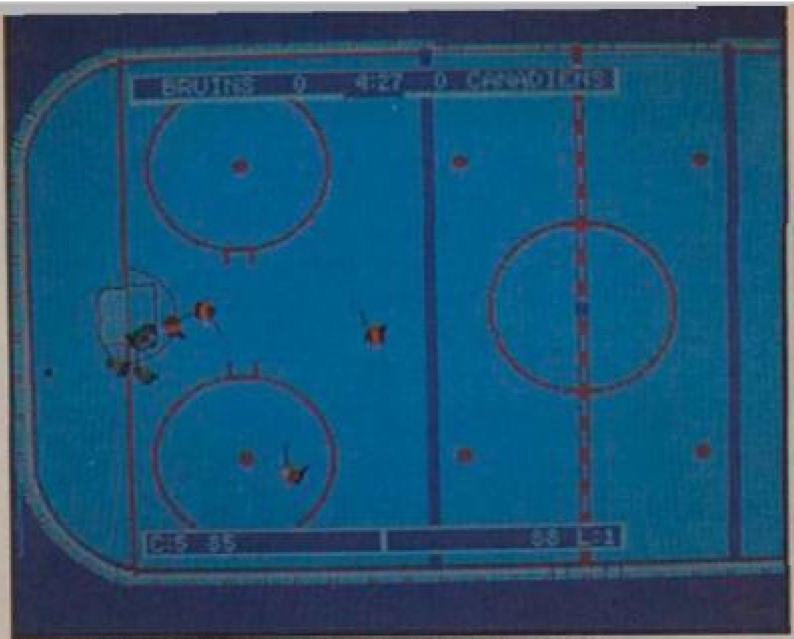


WAYNE GRETZKY ICE HOCKEY

MINDSCAPE/ SOFTWARE TOOLWORKS

All the fun of one of the most violent sports in the world comes to the ST, complete with the endorsement of one of the biggest stars in the game. After loading is completed, you are greeted with a screen of definable options, from changing team colours to altering the overall game time. Once all the relevant selections have been made, the display switches to a birds-eye view of the ice hockey pitch, where the real action begins. The objective is to score as many goals against the opposing team as possible, by fair means or foul (there's an option in the front-end menu which lets you fight on-pitch!).

Wayne Gretzky's Ice Hockey is a great simulation of the popular sport (versions of which seem to be popping up all over these days). As it's more a simulation than a straight arcade game, you'll need to read the in-depth manual a couple of times before you begin to get the best out of the product, but the wealth of options given at the beginning allows you to tailor the game to your exact requirements. Controls take some getting used to but, as with the game itself, it comes to you in time. All told, an enjoyable game which fans of sport should feel very happy about buying.

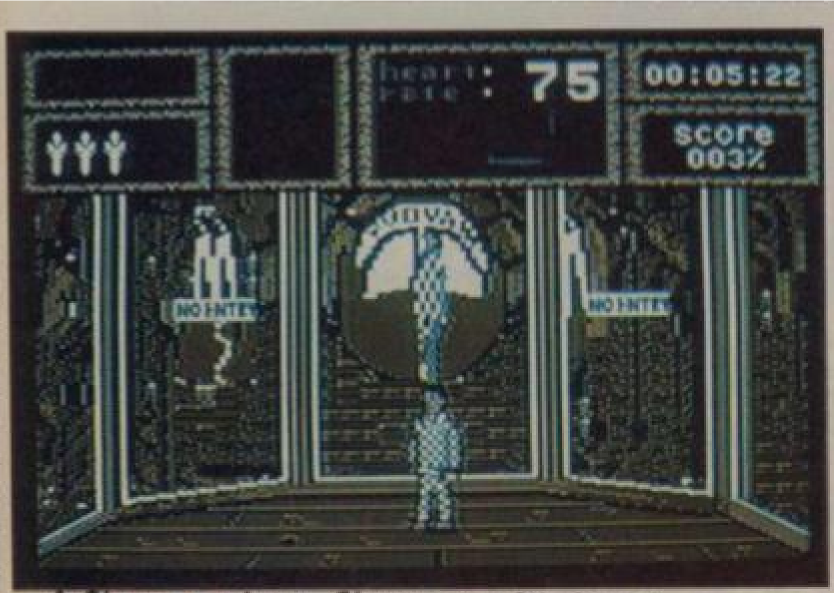


▲ *Slideabout larks as Wayne lines up a shot.*

ST
£24.99

A fast-paced game with a bit of strategy thrown in for good measure. It takes some getting into, but once you've studied the in-depth manual, you'll be hooked.

OVERALL 83%



▲ *Choose a mirror... Choose your fate (yawn).*

WEIRD DREAMS

RAINBIRD

The game which everyone drooled over when it appeared on Motormouth in its 16 bit form makes its way over to the C64. You have fallen into a coma while on the operating table, and have to fight your way through the different stages of the weird dream which you now find yourself in. Starting in a huge candy floss vat, you have to jump onto a stick which will take you to a fairground, where you have to pinch a crystal ball from a giant wasp - the levels continue along those lines.

While the general idea of the 16 bit version has been carried over to the 64, playability is severely dented because the game is so tremendously difficult. As an example, the first section of the game took almost thirty minutes to escape from - and that consists of only one screen! The graphics are faithful representations of the big brother versions, but as the adage goes, graphics maketh not a game.

C64
£9.99

A clever idea, ruined by over-difficult gameplay which leads to a huge amount of frustration.

OVERALL 36%

DRIVING FORCE

DIGITAL MAGIC

Why ponce around in a scabby old car and nothing else, when you can have the choice of six totally different vehicles, such as dune buggies, motorcross bikes and juggernauts? Driving Force gives you just that choice, as well as five different types of terrain. Select either a male or female character, then plonk your wheels into one of the twelve competitions on offer and do your best to come first out of the field of nine international contestants.

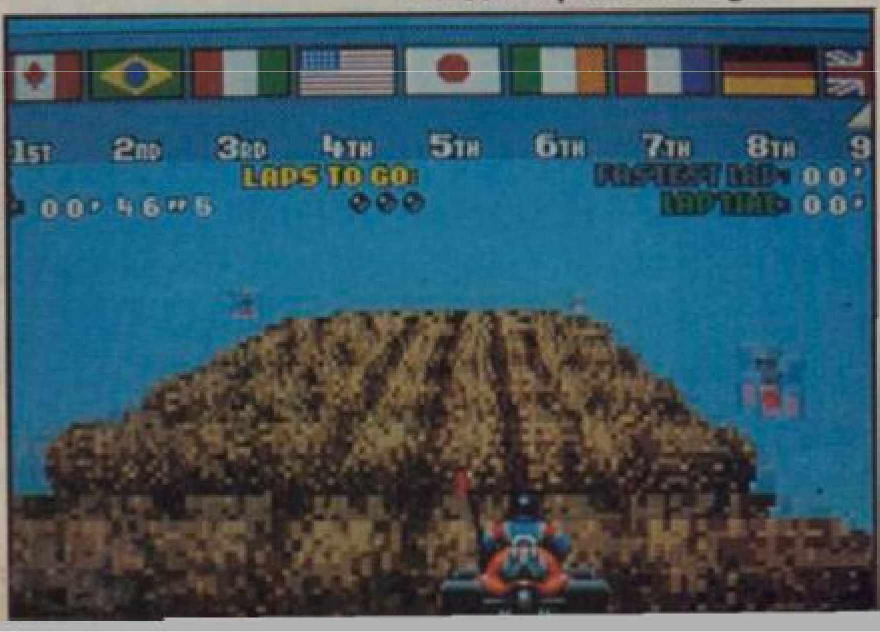
Driving Force could have really been something special, but unfortunately its few niggles ruined the game for me. The sprites aren't bad, and the road itself is amazing - more like the Powerdrift coin-op version than the Powerdrift computer game, in fact! The half-dozen music tracks are pretty good too, but the whole thing falls down when you find that, when you bump into a roadside object, instead of falling over the bike simply bounces away from the object, continuing on as if nothing had happened! The game runs at fifty frames per second (which the packaging goes to great pains to let us know) but in all honesty I thought that the game was TOO fast to be enjoyable.

AMIGA
£24.95

An okay driving game - it has some novel twists but suffers from very poor and unrealistic car control and excessive game speed.

OVERALL 61%

▼ *Vroom! Up the hill we go.*



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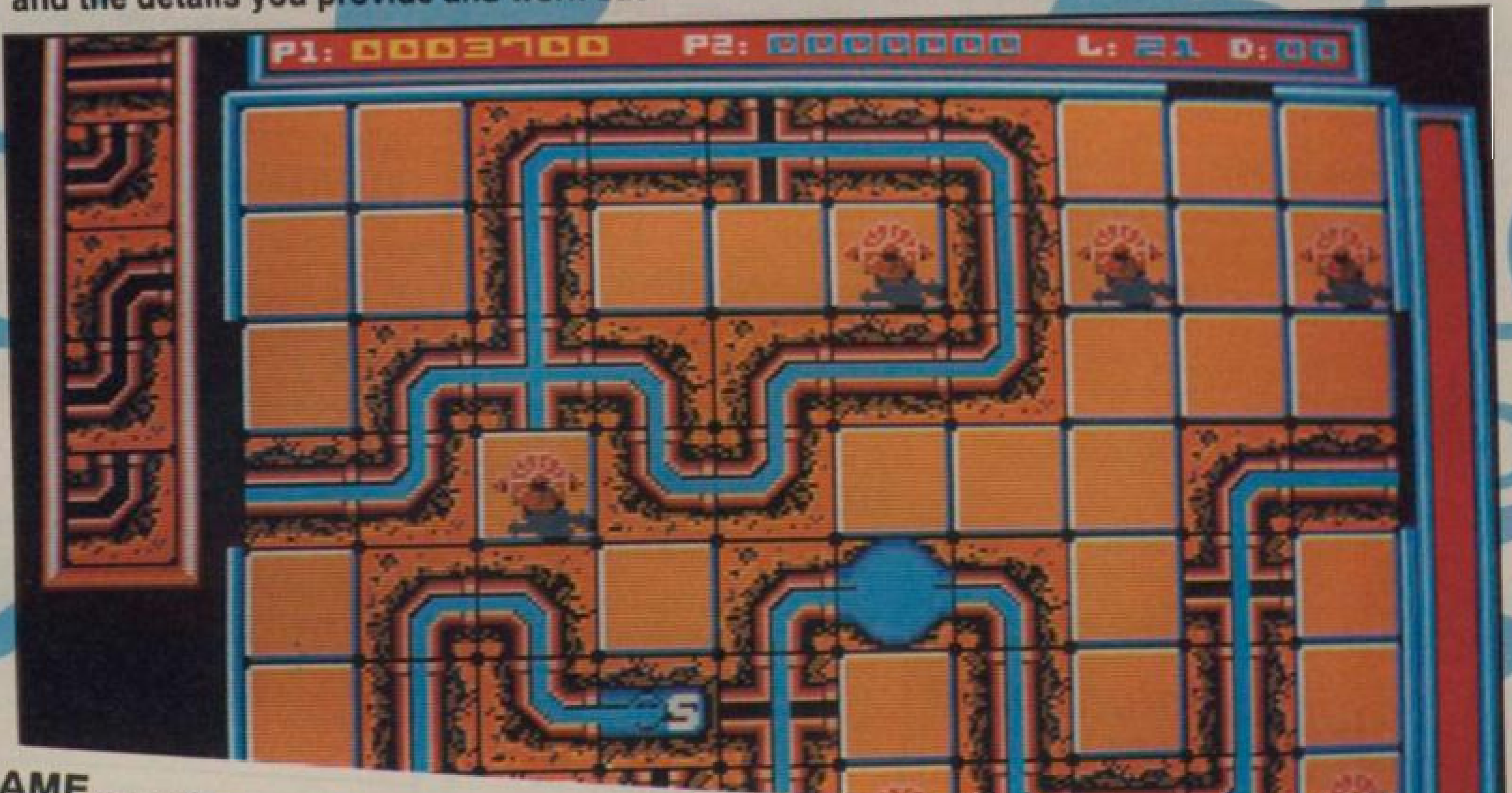

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SMALL WONDE

Before we had computers to play games on, the best shoot 'em ups around were hand-held Space Invaders machines with two invaders. Now there are new breeds of sophisticated hand-helds which are going to be making very big news over the next few years. Paul Rand investigates their past, present and future.

THE BEGINNING

It all began with Merlin - a plastic contraption shaped like a cellphone and covered with a load of buttons and LED's. The machine played half a dozen memory games - remember which LED lit up when and react by pressing a button. The hand-held revolution had started.

THE PAST

After a few more games along the same simple lines, manufacturers began to realise that the new breed of video game fans would pay good money for a games machine that could be carried in the pocket and played anytime, anywhere, and so the first games appeared.

Companies latched onto licensing at an early stage, tying in their hand-helds with famous arcade machines - Defender, Scramble, PacMan, Galaxians were among many coin-ops shrunk to often pale, even laughable imitations of the real thing. And of course there were also clones - sometimes better than the "official" games, and sometimes a whole lot worse...

These early machines mainly used battery-guzzling illuminated LED displays to portray the action, but a then fairly unknown Japanese company called Nintendo cottoned on to the idea of using LCD displays which, although black and white, were a lot more flexible than their LED counterparts. These Game 'n' Watch hand-held machines also sported digital clocks to increase their value after the novelty of the game had worn off.

Two-screen games appeared, such as Donkey Kong and Donkey Kong Jnr, and as much was squeezed out of the technology as possible - but the games were still lumbered with crude displays and short-term playability. So when home computers and consoles came along with their colourful and comparatively sophisticated copies of arcade games, the hand-held scene grew stagnant.

THE PRESENT

It wasn't till 1989 that the next breakthrough in hand-held technology came. After massive worldwide success with its Entertainment System console, Nintendo launched the Gameboy. About the same size as a Walkman, it was considerably larger than everything before it and cost around four times as much as even the most advanced of its predecessors. What made it unique, though, was the ability to slot in cartridges with different games on them. The display was vastly improved and for the first time a hand-held had a very hi-res dot-matrix screen - just like a real TV. This meant that game sprites could be properly defined and animated instead of just flicking between predefined LCD graphic frames. Sound quality rose from one channel mono to four-channel stereo. And, most exciting of all, was the ability to link two Gameboys together for simultaneous two player action. Nintendo have sold millions of Gameboys in Japan and the USA, but it still isn't due for an official UK release until September. Luckily, thanks to numerous importers the Gameboy has already developed a small (but rapidly swelling) UK following.

But for all its quantum leaps in technology, the Game Boy developers still hadn't overcome the monochrome screen problem. The creators of the Amiga soon solved that when, last year, Atari announced the Lynx. Cumbersome at 12 inches long, and with a battery life of only three hours, the Lynx seemed a bit of a non-starter. However, switch it on and the colour screen lights up with graphics that are even better than an Atari ST!!! It's truly a technically stunning machine, and Atari hope to off-load a million units around the world in 1990.

HOT CORNERS
MINI WIZARD

MINI WIZARD

A slight variation on the ancient Merlin game, Mini Wizard (there is a larger, table-top version) incorporates four "brain games" in the one, easy-to-carry case.

SPACE ADVENTURE

SYSTEMA

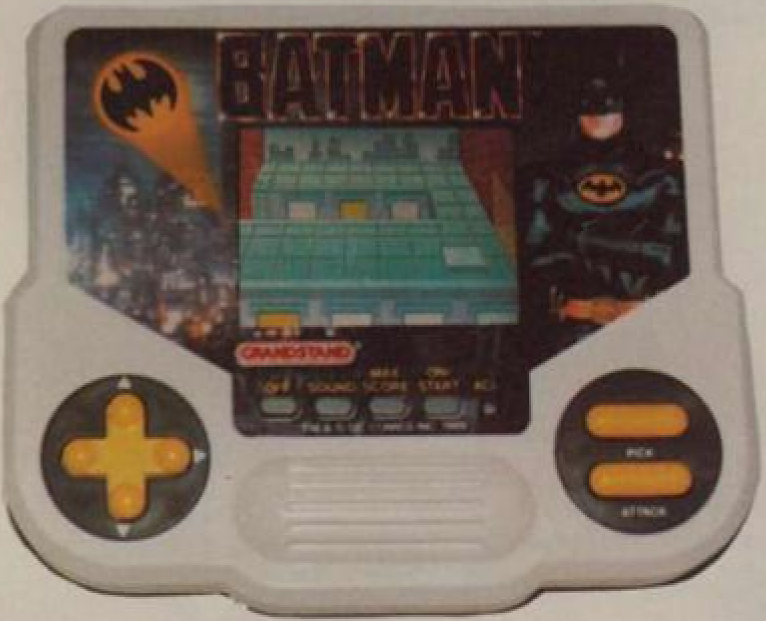
A cheap and cheerful game (with built in alarm clock) which requires the player to blast away at the numerous alien attackers whilst dodging enemy fire.

SYSTEMA
FIRE

BATMAN

GRANDSTAND

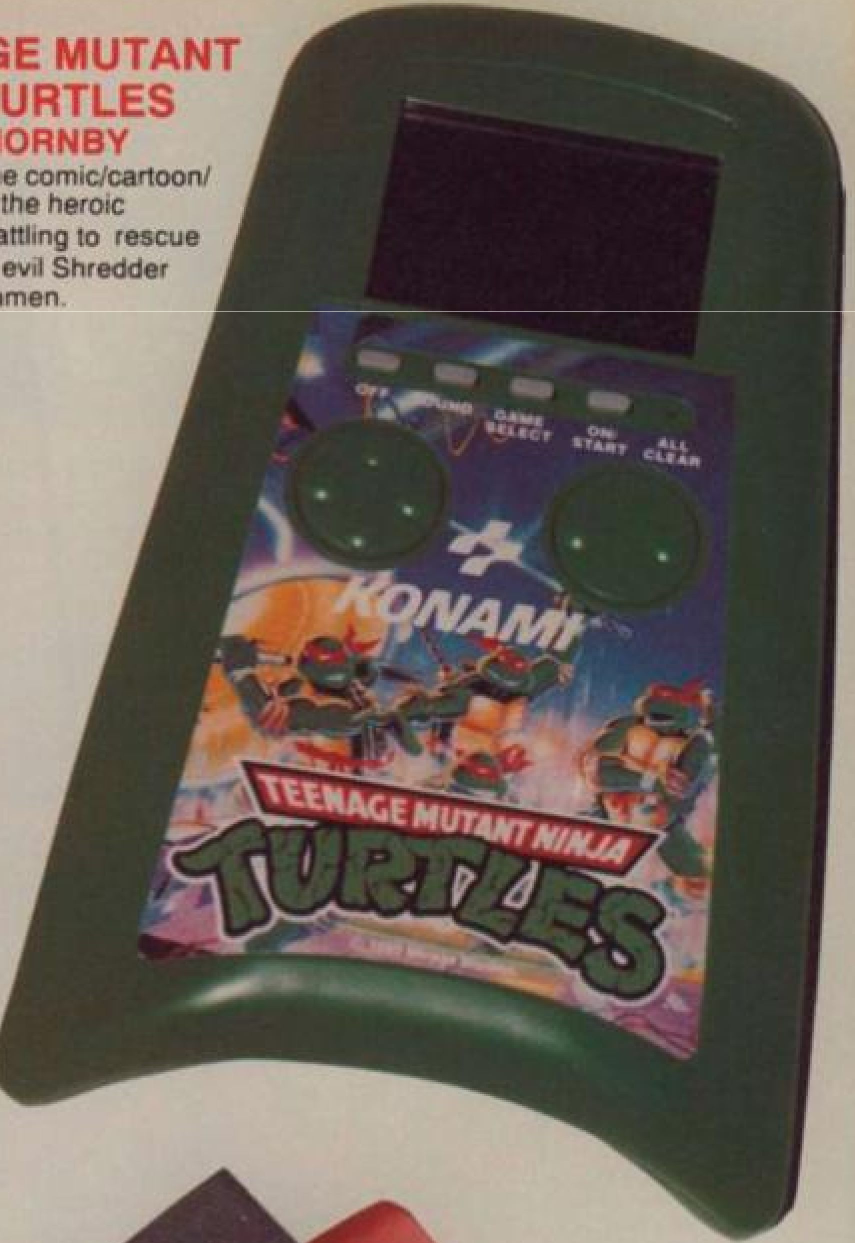
There's umpteen dozen other Bat-products on the market, so Grandstand thought "Why not stick our two-pennorth in?". Beat up the Joker's henchmen in a horizontally-scrolling (or at least a passable impression of scrolling) beat 'em up, then take on old Jack himself at the end, picking up weapons along the way.


BATMAN
GRANDSTAND
PICK
ATTACK

TEENAGE MUTANT NINJA TURTLES

KONAMI/HORNBY

Adaption of the comic/cartoon/coin-op sees the heroic amphibians battling to rescue April from the evil Shredder and his henchmen.

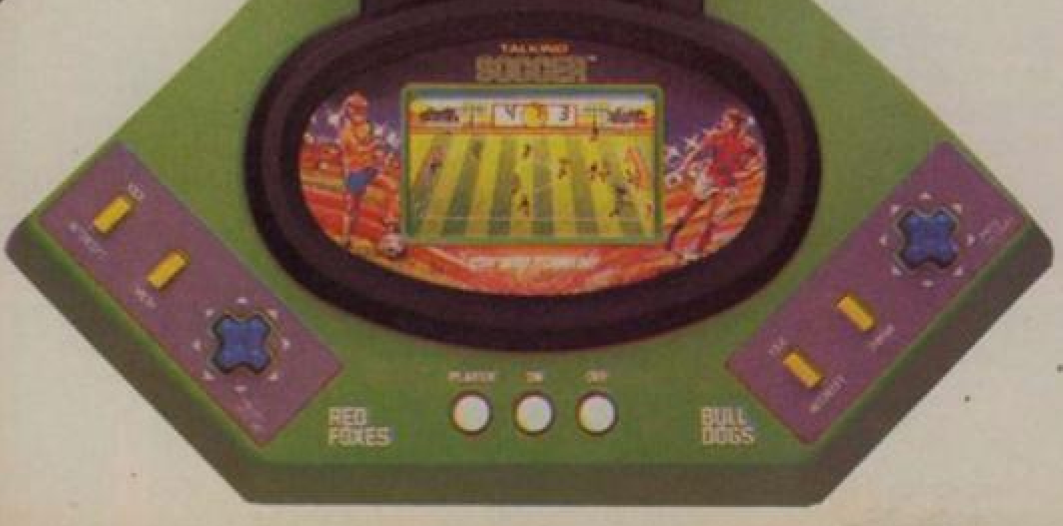

GAME SELECT
ON/START
ALL CLEAR
KONAMI
TEENAGE MUTANT NINJA
TURTLES

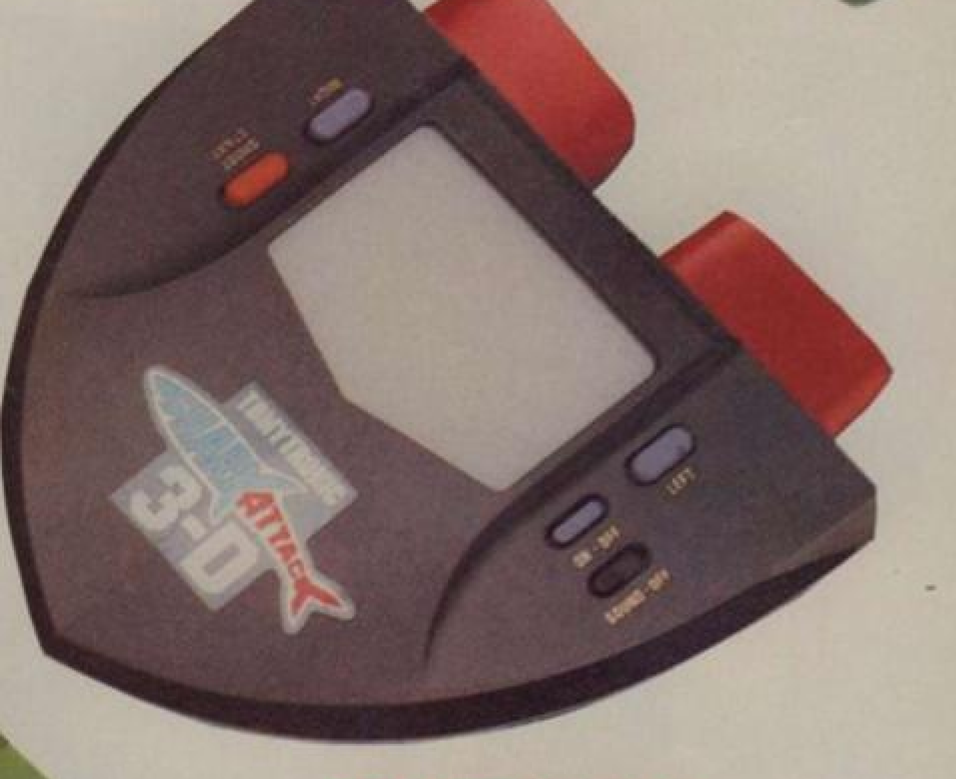
ERS

TALKING SOCCER/BASEBALL

VTECH

The addition of speech adds that little bit extra to these two jolly sports sims, both of which feature two player modes and varying difficulty levels.


TALKING SOCCER
PLAYER
ON
OFF
RED FOXES
BULL DOGS

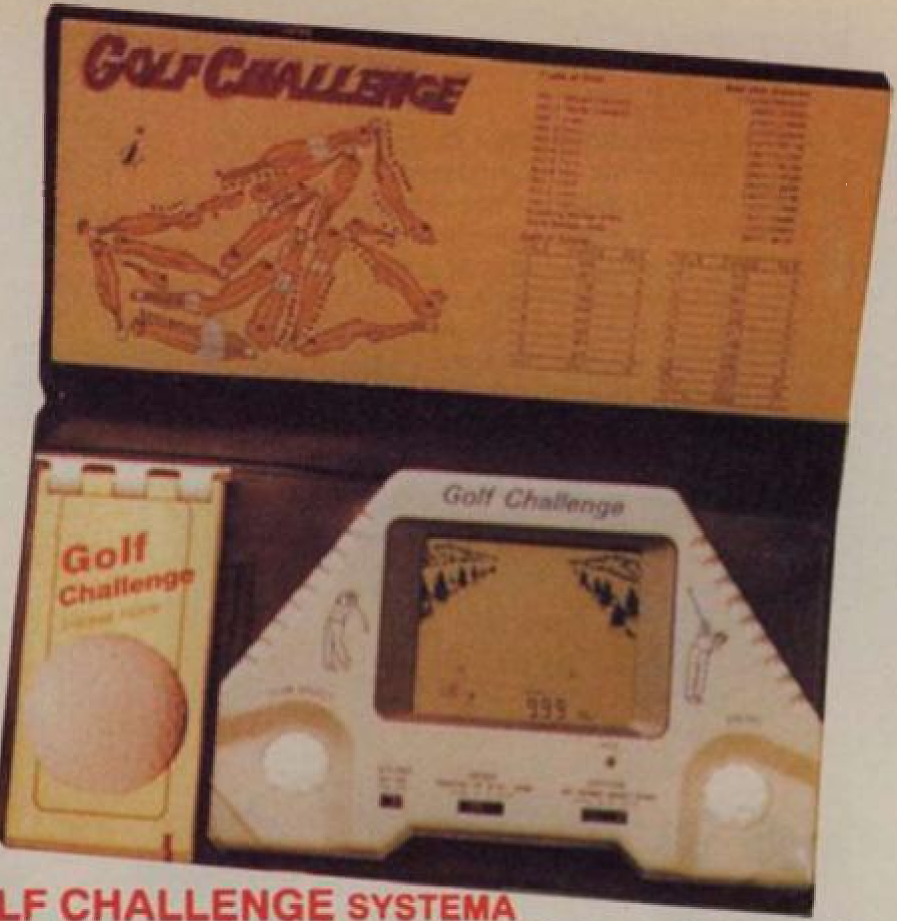

TOMYTRONIC
SHARK ATTACK
3-D
LEFT
ON-OFF
SOUND-OFF

TOMYTRONIC 3D

When Tomy decided to get in on the hand-held act, they didn't do things by halves. What they produced were three brilliant games, Thunderin' Turbos, Shark Attack and Sky Attack, three futuristic-shaped machines with impressive stereoscopic three-dimensional colour displays! Even though the gameplay is, as with most hand-helds of their era, limited, the Tomytronic range is still surprisingly addictive today.

THE FUTURE

This month saw the announcement of arguably the ultimate hand-held - the portable PC Engine. It has a colour screen, with the option of linking it to a conventional monitor, and is compatible with all current and future Engine software. Like the Lynx, battery life is limited, but if the designers can find some way of rectifying that problem, then the portable PC Engine will be THE portable console of the early '90s. Of course, that's always supposing that NEC get the machine out on the streets before Sega and Nintendo hit back with their own products (Nintendo are rumoured to be producing a colour Gameboy, as well as one-off versions of current Gameboy hits like Tetris and Super Marioland). Whatever happens, it's looking as though the hand-held revolution of the 1990's will be as hard fought as the home computer war of the past decade.



GOLF CHALLENGE SYSTEMA

Sports games are a favourite of hand- held manufacturers - this one, Golf Challenge, is a one or two player game with a variety of options, including a full set of clubs, changing weather conditions and four skill levels.

SMALL WONDERS

B
A
OPTION 1
PAUSE
OPTION 2
RESTART
FLIP
ON
OFF
ATARI

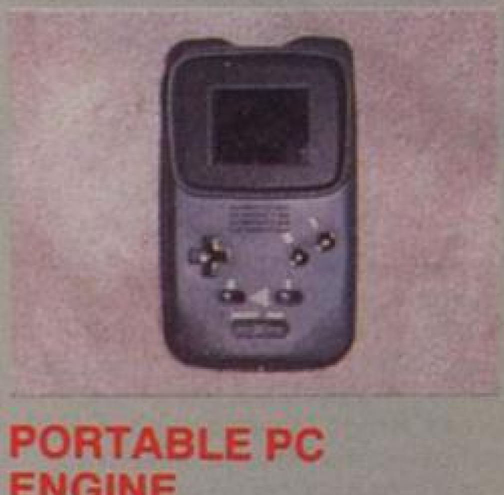
LYNX
ATARI

Developed by the creators of the Amiga, the Lynx console, at 12" long, is a bit too big to be seriously called "portable", but what few games are currently available are real jaw-droppers.

Nintendo GAME BOY
SELECT
START
B
A

GAMEBOY
NINTENDO

The first in the new wave of interchangeable hand-helds. Great graphics, super sound and a large range of popular and original cartridges which is growing each month.



PORTABLE PC ENGINE
NEC

So new we only have a photograph, but its small size, colour display and already vast range of titles ensure the machine's massive success when it reaches these shores.

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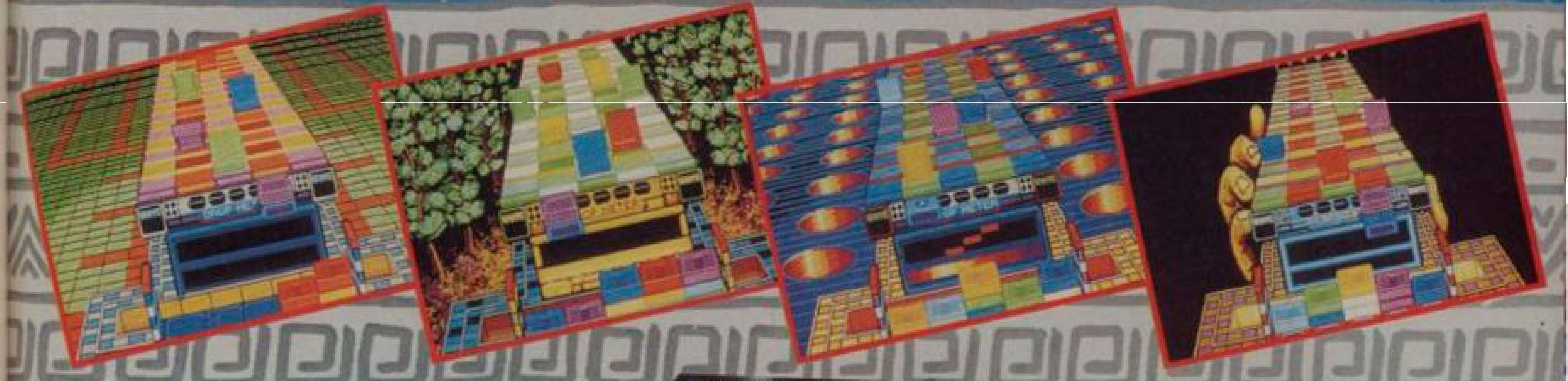

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Programmed by: Teque Software developments Ltd. Atari ST Screenshots

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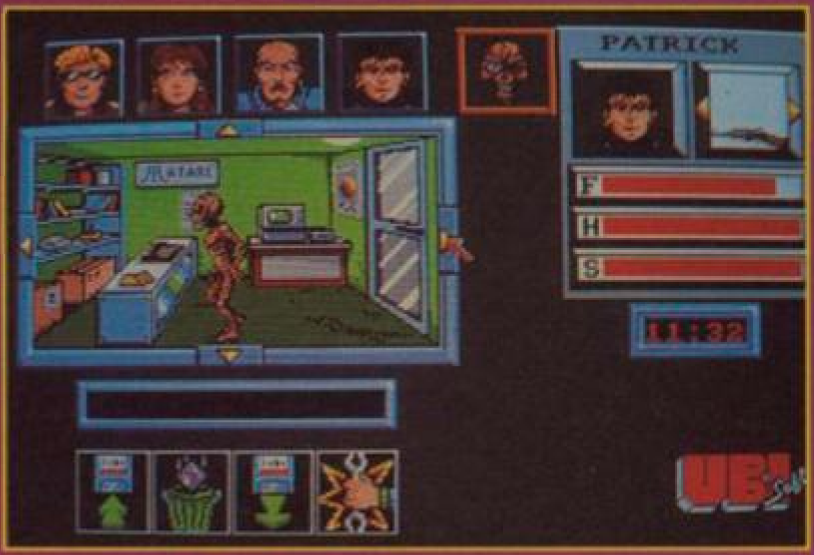
ZOMBI

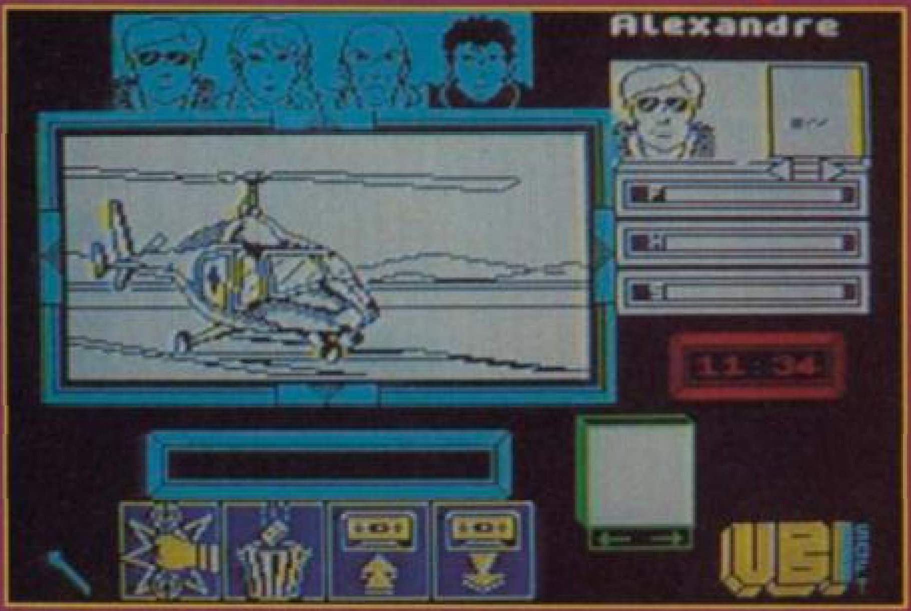
BY UBISOFT



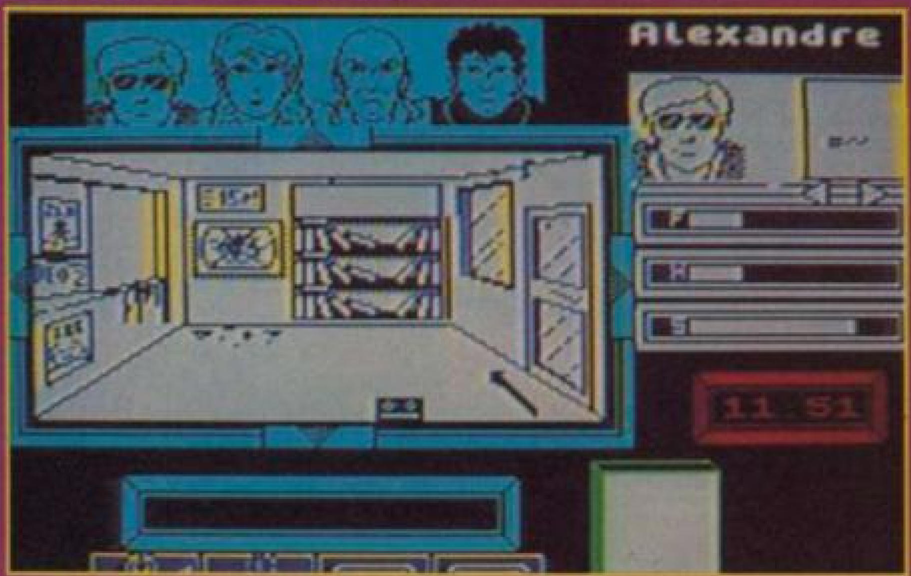
A few years back saw the release of a trilogy of Zombie movies by George Romero. Zombi, the game, is loosely based upon the second film in the series, Dawn Of The Dead.

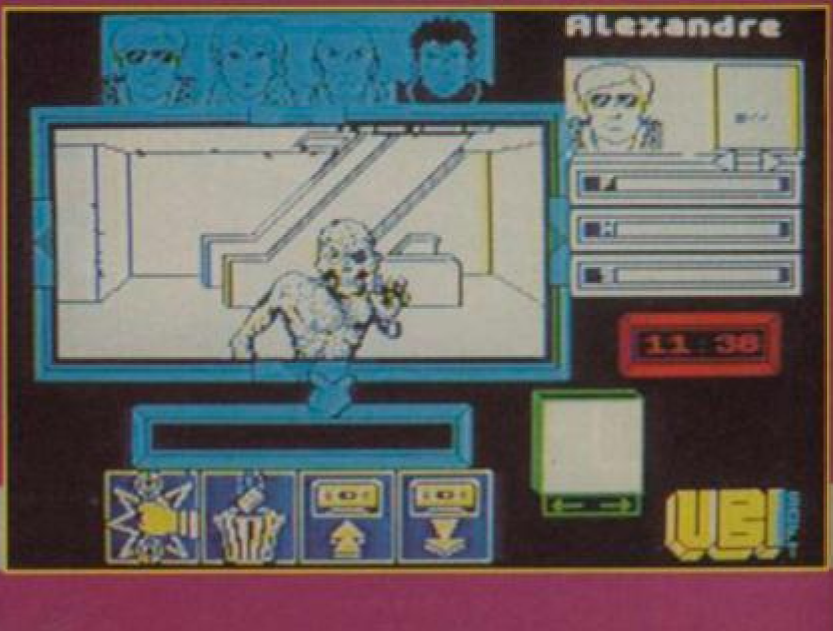
It's nearing the end of the twentieth century, and Earth has been all but taken over by the undead. The player takes on the roles of four humans, desperate to find a safe haven from the zombies. Using the helicopter on the outside heli-pad, the party leave their hospital hideaway which has now been completely taken over by the walking dead; unfortunately, the chopper is low on fuel, and the four are forced to land at a nearby supermarket. After blocking all the exits, the group set about the task of finding fuel so they can continue the journey to an uninhabited island which they plan to make their home.

One or two small snagettes stand in the way of success, however. The first is the zombies themselves. An enormous army of the creatures have gathered outside the shopping mall and, smelling live brains (a zombie's staple diet) are whipped into a frenzy and break into the supermarket. The second, arguably more frightening prospect is that another band of humans are also attempting to flee from the impending horror which awaits. They have fuel, and want to get to the chopper just as much as you do...

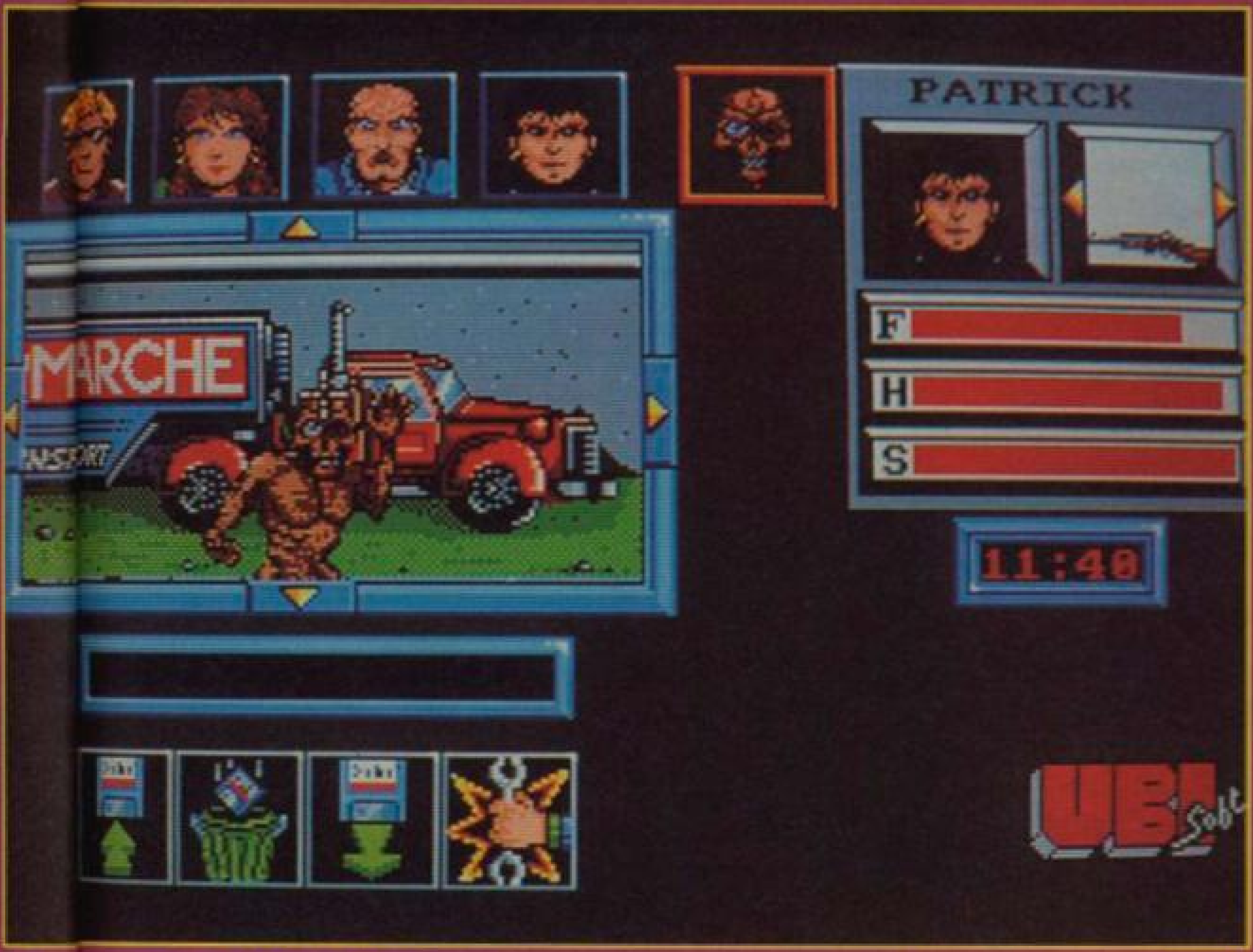


▲ The team assemble on the roof

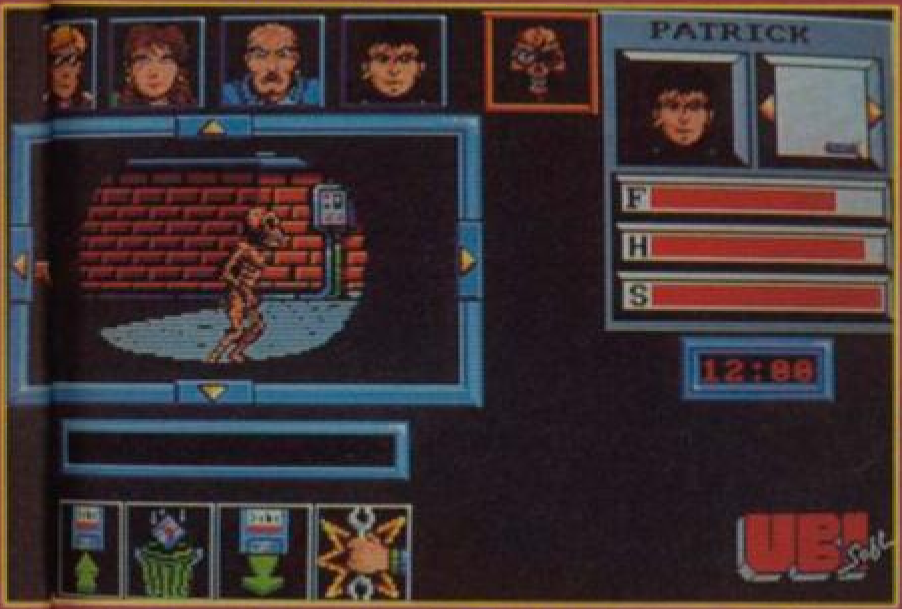




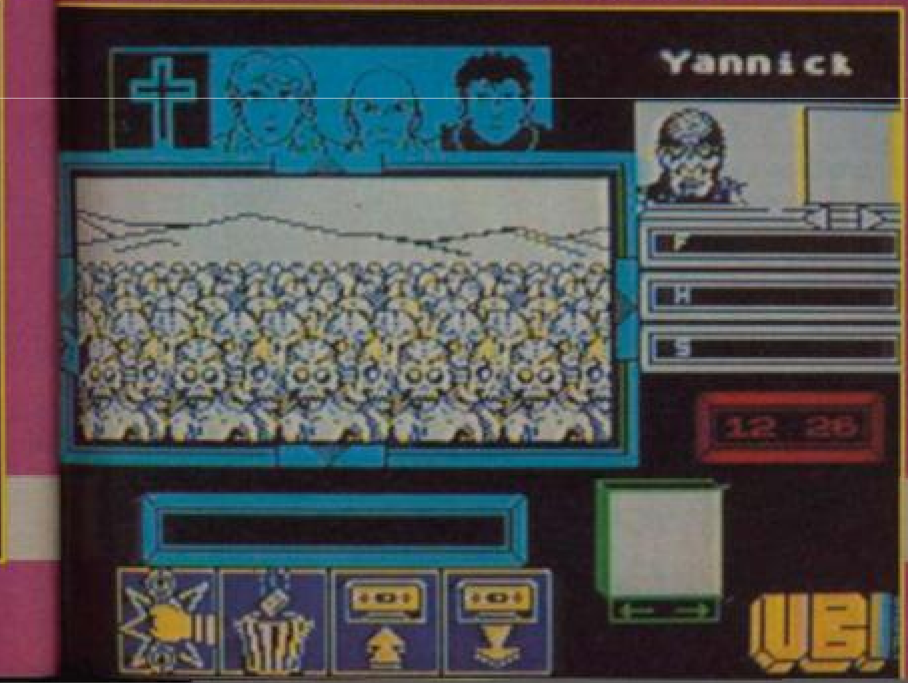
C+VG HIT!



▲ A ombie attacks in the Amiga version.



▲ n the basement, the torch beam reveals a strolling zombie.



UPDATE

ST and Amiga versions are due on the market, priced £19.99 and £24.99 respectively. The controls are the same as the Spectrum game, and the graphics are far better than those reviewed here. As soon as we receive the games we'll include them in the Update section.

SPECTRUM
£9.99

Although the game is the same, the control method is different to that of the PC game. Movement is controlled using direction icons placed around the outside-view display. This makes for far simpler control of your characters and an ultimately more impressive game which horror lovers and fans of good games will eat brains for.

OVERALL 93%

PC
£24.99

I for one am a great fan of Romero's Zombie Trilogy, so you can imagine my delight when this game came into the office. Zombi captures the mood of the Dawn Of The Dead movie perfectly - it's a suspense-filled romp through a deserted shopping mall, just like its big-screen counterpart, and while the graphics aren't fantastic, they portray the action to a tee (although I was dismayed that the baldie old zombie from the film doesn't feature in the game!). Sound effects are what you'd expect from the PC - limited beeps and squawks - but that in no way damages the player's enjoyment of the game. The icon controls are initially confusing and do take a while to get used to, but once mastered you'll be using them without thinking. Altogether, Zombi is a first rate adaption of a classic horror film, which catches the mood perfectly even before you begin (you get a scene-setting "comic book" with the packaging) and will keep your interest until completion.

PAUL RAND

GRAPHICS	74%
SOUND	48%
VALUE	91%
PLAYABILITY	93%
OVERALL	92%

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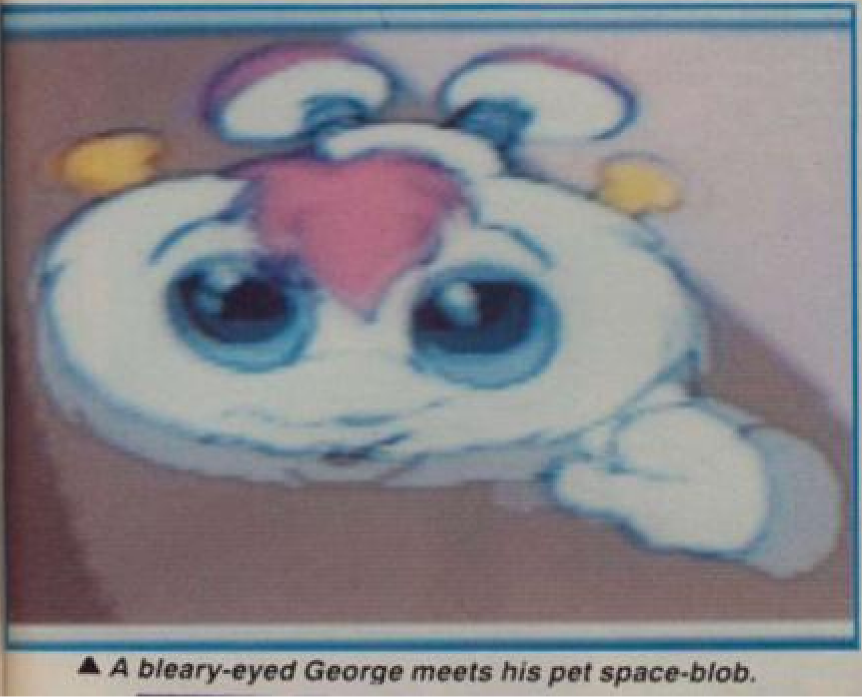
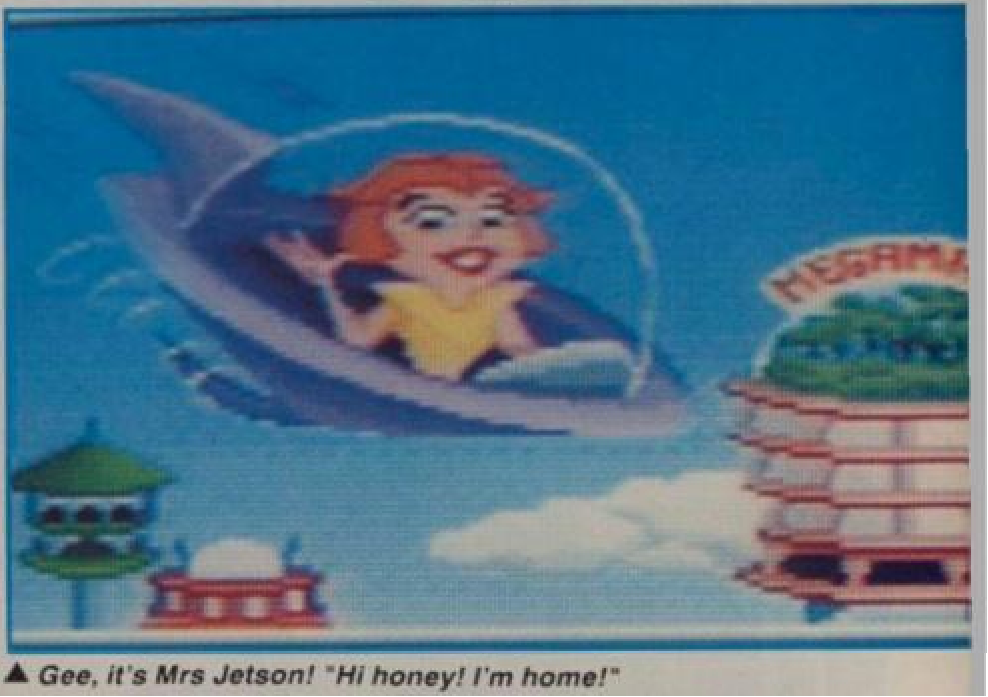


▲ *A bleary-eyed George meets his pet space-blob.*



▲ *Gee, it's Mrs Jetson! "Hi honey! I'm home!"*

THE JETSONS

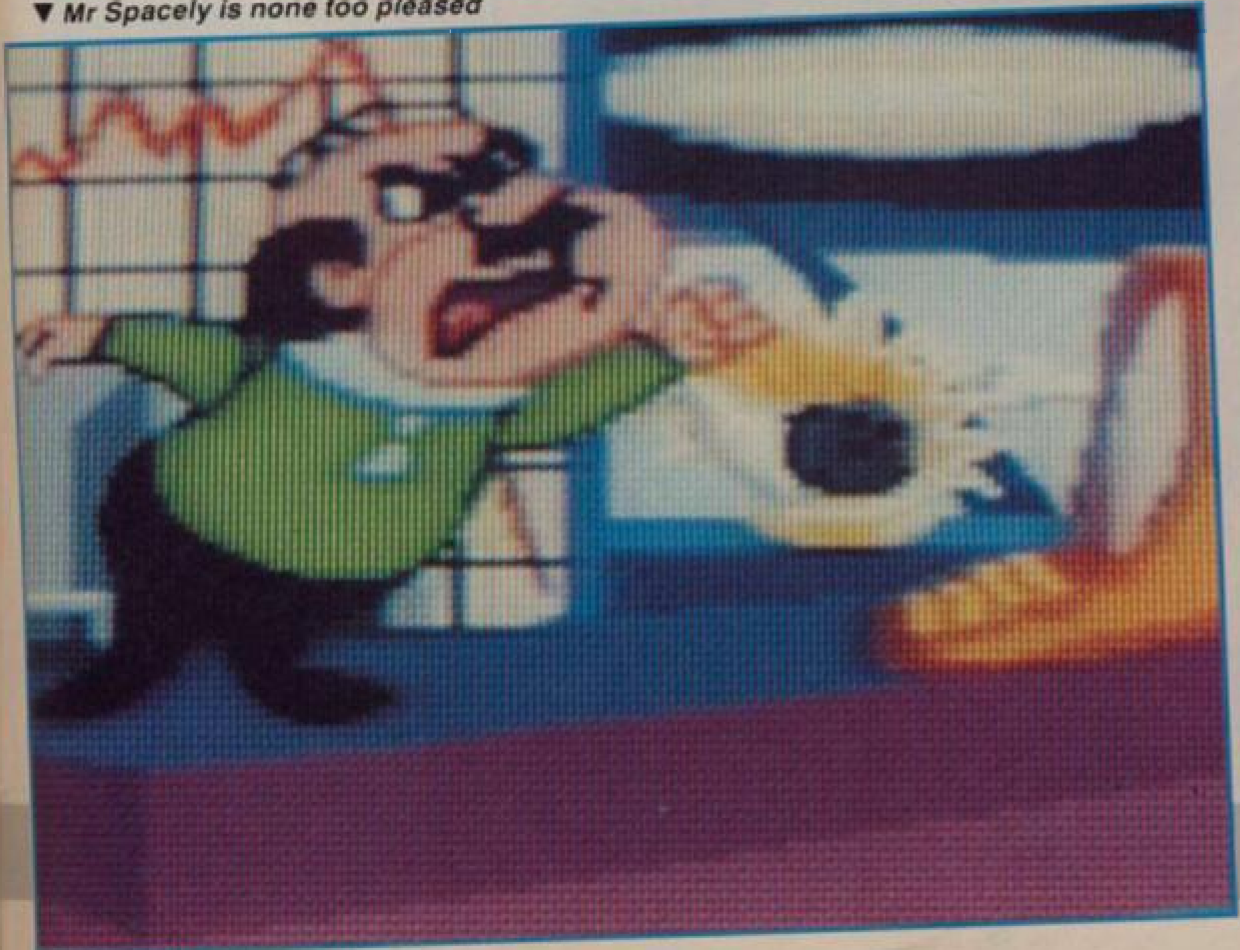
BY MICROILLUSIONS

In case you haven't come across The Jetsons, they are a space-age version of the TV cartoon characters The Flintstones. This licensed game opens in your skypad apartment. Your autowaker has failed you, and, still in bed, you discover to your horror that you are already late for work. Rushing off in your jetcar, you skim the rooftops to face Mr Spacely's wrath, and making a grovelling spectacle of yourself you agree to do anything, just anything, to save your job...

This is an adventure driven entirely by mouse, which of necessity simplifies problems so that they can be solved with a small variety of commands, and a reasonable amount of common sense. The system used to implement the game is slick and quite fast in responding. Six icons represent the main commands (INTERACT, OPEN, CLOSE, GO, LOOK, and GIVE) and these are supplemented by a series of multiple-choice actions that are specific to the current situation.

The main action window is drawn in cartoon-style graphics, often animated, and there are sound effects throughout. The title theme tune is a spectacular example of digitised music.

▼ *Mr Spacely is none too pleased*



UPDATE

Expect to see ST and PC versions of the Jetsons soon - apart from the lack of digitised music, they'll be more or less the same as the Amiga version.

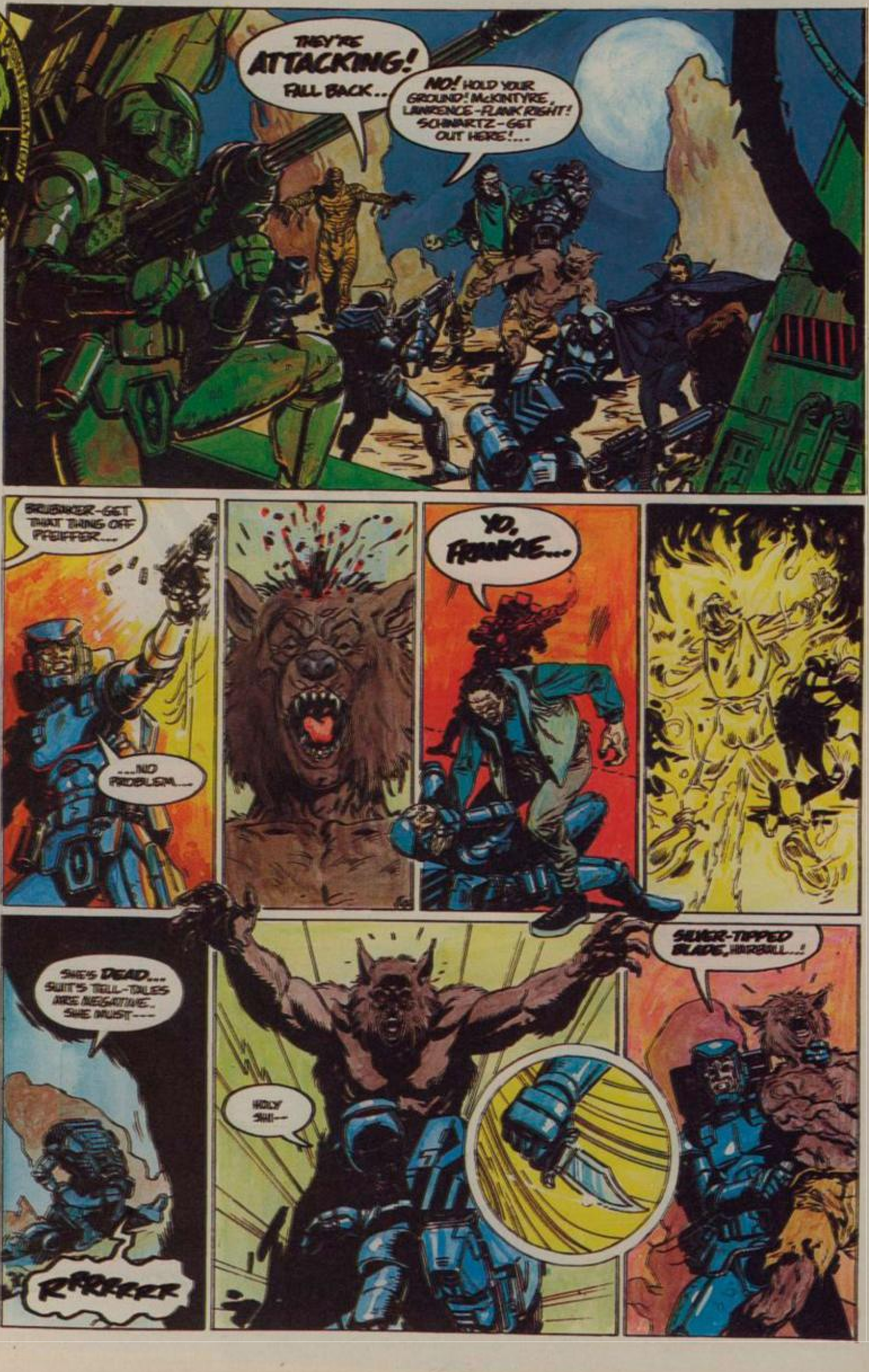
AMIGA
£24.99

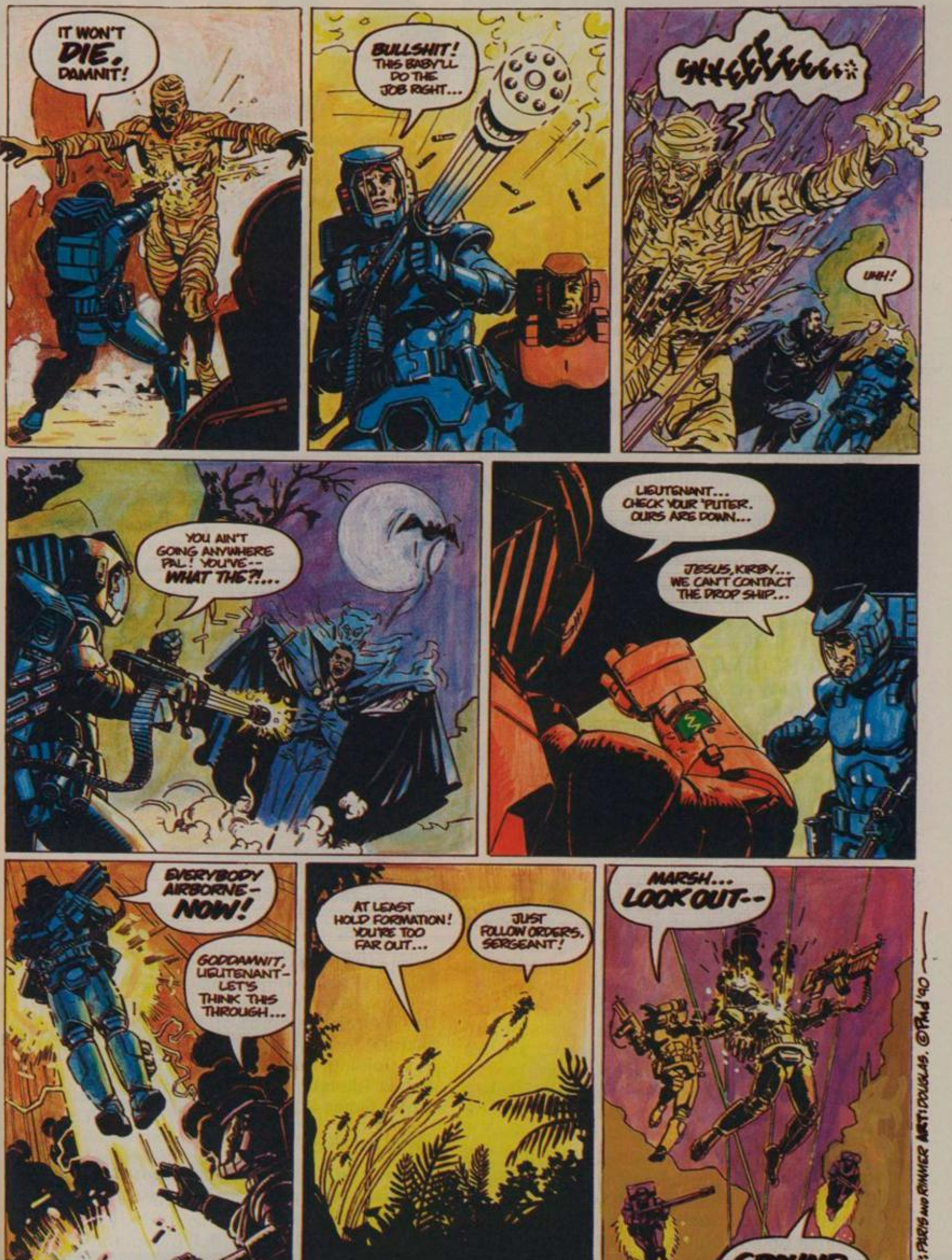
The Jetsons is an ideal game for newcomers to adventure, and especially to those who find traditional text adventures far too boring and unrewarding to be worthwhile. Combining a good control interface and some excellent graphical touches, The Jetsons provides plenty of light-hearted relief for either a dedicated or novice adventurer! It's great fun!!

KEITH CAMPBELL

GRAPHICS	90%
SOUND	82%
VALUE	80%
PLAYABILITY	85%
OVERALL	82%

THE CORPS-


THEY'RE ATTACKING! FALL BACK...
NO! HOLD YOUR GROUND! McKINTYRE, LAWRENCE–FLANK RIGHT! SCHWARTZ–GET OUT HERE!...
BRUBAKER–GET THAT THING OFF PFEIFFER....
...NO PROBLEM...
YO, FRANKIE...
SHE'S DEAD... SUIT'S TELL-TALES ARE NEGATIVE.. SHE MUST---
RRRRRRRR
HOLY SHI––
SILVER-TIPPED BLADE, HAIRBALL...!


IT WON'T DIE, DAMNIT!
BULLSHIT! THIS BABY'LL DO THE JOB RIGHT...
SKREEEEEEE...
UHH!
YOU AIN'T GOING ANYWHERE PAL! YOU'VE-- WHAT THE?!...
LIEUTENANT... CHECK YOUR 'PUTER. OURS ARE DOWN...
JESUS, KIRBY... WE CAN'T CONTACT THE DROP SHIP...
EVERYBODY AIRBORNE-NOW!
GODDAMNIT, LIEUTENANT-LET'S THINK THIS THROUGH...
AT LEAST HOLD FORMATION! YOU'RE TOO FAR OUT...
JUST FOLLOW ORDERS, SERGEANT!
MARSH... LOOK OUT--
GROUND LASERS!
STORY: PARIS AND RINNER ART: DOUGLAS. ©Paul '90

At long last, here are the results to all the competitions run since November. Competition fiends will be pleased to know that the results page is now to become a regular monthly feature in the mag - so now you'll know who has won what.

COMPET

NOVEMBER

QUESTIONNAIRE COMP

Back in November we asked you to fill out the ginormous C+VG Questionnaire. The first ten out of the bag won themselves £100 worth of software, and they are...

D Minton, Tunbridge Wells, Kent
Eric Bruce, Enfield, Middlesex
P Ottley, Woking, Surrey
Mark Smith, Harlow, Essex
Mike Parish, London N16
F Vanant, Birmingham
Graham Davis, Bristol
Steven Eagles, Dinas Powis, South Glam
Adam Hogg, Peterborough, Cambs
Ian French, Rochdale, Lancs

HOTLINES

WIN A PC ENGINE

The lucky winner is...

Neil Robinson, Newport, Gwent

SAM T-SHIRTS

There are ten of these exclusive, hand-numbered T-shirts, and the winners are...

David Sutherland, Halifax, W Yorks
Mark Rutland, Aberdeen
Lee Simmonds, London SE15
Paul Barrett, Wembley, Middx
Gary Sharpe, Dorking, Surrey
Damien Sumpter, Burnham, Bucks
T Hughes, Angelsey, Gwynedd
Gavin Jones, Croydon, Surrey
Steven Adams, Coweley, Oxford
L Matthews, Taunton, Somerset

£100 WORTH OF GAMES

Loads of games will be going to...

Brendon Barclay, Derby

XENON II

Ten copies of this fab game and a Xenon II T-shirt are winging their way to...

Ben Tang, Mitcham, Surrey
Joules Western, Hornchurch, Essex
James Short, Ashford, Kent
Michael Shore, Frome, Somerset
Kevin Metcalf, Peacehaven, E Sussex
Stephen Collins, Maidstone, Kent
C Fowler, Glasgow
Elton Manning, Cardiff, South Glam
Paul Irving, Doncaster, S Yorks
Stephen Brian, Sheerness, Kent

DECEMBER

HOTLINES

PC ENGINE COMP ONE

A fabulous PC Engine is on its way to...

Craig Wilkes, Sheffield, S Yorks

PC ENGINE COMP TWO

And the other fabulous PC Engine is on its way to...

Lee Cliff, London N9

£100 GAMES

A giant parcel of lovely, lovely software was won by...

Stephen Flowers, Stoke-on-Trent, Staffs

SEGA MEGADRIVE

The lucky winner of this mean machine is...

Tim Parker, Telford, Shropshire

WIN AN ST

Coo! This drawing competition certainly attracted a lot of entries - but the purveyor of the finest artwork was...

N Hunt, Brighton, E Sussex

WIN A DAY RACING

There were certainly some mean cars, and we had to change our underpants at least 56 times before we finally found the two winners - and they are...

Alex Jackson, London NW1
Gary White, Sharston, Manchester

WIN NINTENDOS

These five completely and utterly spawny people will soon be receiving fabbo Nintendo deluxe sets...

David Adamson, Rhos-on-Sea, Clwyd
Michael Jones, Quinton, Birmingham
Ray Golding, Peterborough
James Tillotson, Southwell, Notts
David James Sullivan, Walsall, W Mids

WIN A VCR

Domark had a fabbo VCR and stunt video on offer for the best designed Hard Drivin' stunt track - and it goes to...

Andrew Capper, Spalding, Lincs

TITION RESULTS

JANUARY

HOTLINES

PC ENGINE COMP ONE

We're completely bonkers giving away these bloomin' PC Engines - here goes another one, off to...

Howard Grimes, London SW11

PC ENGINE COMP TWO

And here goes another one, this time to...

David Paterson, Worksop, Notts

£100 GAMES

Another of our wild 'n' wacky ginormous megabags of software is off to...

David Peters, Brighton, E Sussex

SEGA MEGADRIVE

There goes another one - a fabbo Megadrive off to its new owner, who is...

Robert Lacey, Stevenage, Herts

WIN A ROBOCOP

Up for grabs in this mega-comp was a £400 robot - and this was won by...

Marion Duncan, Denny, Stirlingshire

And runners-up prizes of Robocop videos and games are going to...

Maldwyn Jones, Cardigan, Dyfed
Roger Browne, London E15
Jim Taylor, Chelmsford, Essex

GROOVY NINJA

A super mega-powerful ghettoblaster is on its way to...

Jeremy Smith, Gillingham, Kent

Believe it or not - that was the third entry actually pulled out of the sack. The senders of the first two had forgotten to put their names and addresses on their entries! Next time you enter a competition, don't forget!! Anyway, there were also runners-up prizes of the Ninja Warriors game, and they're going to...

R Anderson, Whitby, N Yorks
Mark Cox, Netley, Southampton
James Clements, Wyke, Bradford
Nathan Jones, Ely, Cardiff
Glen Campbell, Argyll, Scotland
Usman Ali, Birmingham B10
James Richardson, Hook, Hants
Sunny Jassal, Strood, Kent
Javaid Aslam, Withington, Manchester
A Padan, Greenford, Middx
G Morton, High Wycombe, Bucks
Justin Thompson, Consett, Co Durham
Robert Cannon, Hedgerley, Bucks
Andrew Cox, Newton Aycliffe, Co Durham
Peter Holbrook, Warrington, Cheshire

FEBRUARY

HOTLINES

SEGA MEGADRIVE

An all-singin', all-dancin' Sega Megadrive was won by...

Michael Murray, London SE17

X-OUT

Rainbow Arts had 15 (count 'em) copies of their brill new game X-Out on offer - and the winners are...

David Elliot, Hornchurch, Essex
Russell Dykes, Dorking, Surrey
Brett Ebbs, Romford, Essex
Noel Campbell, Farnham Common, Bucks
Mark Edwards, Feltham, Middx
Dominic Hall, London W11
Nikki Lawrence, Stirchley, Birmingham
George Noble, Fraserburgh, Aberdeenshire
Nigel Craft, Ely, Cambs
J Hanfrey, Reading, Berks
Gregory Alexander, London N7
Pete Evans, Aberystwyth, Dyfed
Luke Davies, Telford, Shropshire
E Patel, Peckham, London
Steve Douglas, Edinburgh

£100 GAMES

A whole heap of lovely games is going to...

Roger Mansford, Hartlepool, Cleveland

EMLYN HUGHES GOODIES

Two signed copies of Emlyn Hughes International Soccer and signed Emlyn Hughes games are going to these extremely lucky people...

R Millar, Berkhamstead, Herts
Dominic Hall, London W11

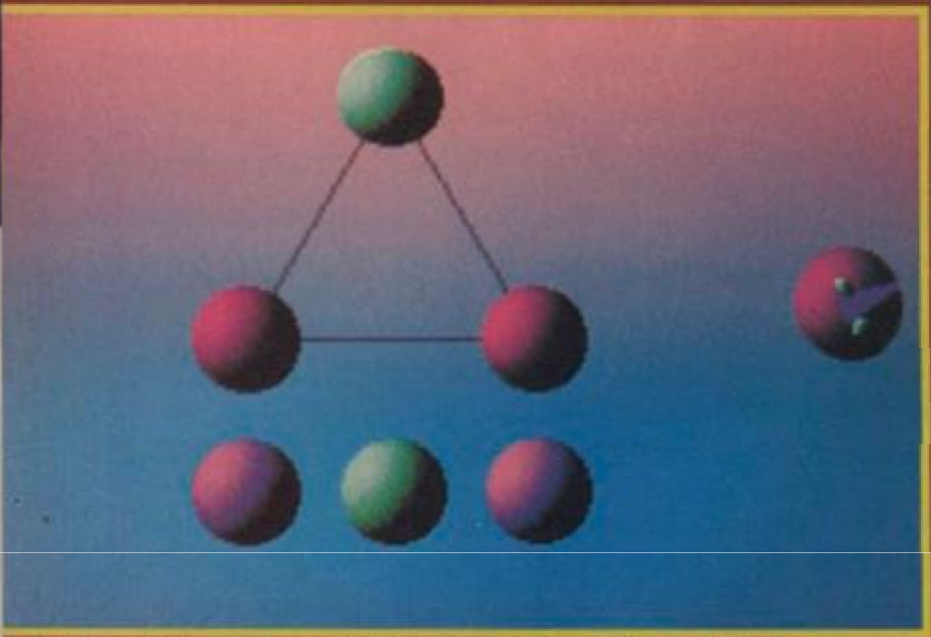
And copies of the game are going to...

Daniel Ruck, Sheffield
George Noble, Fraserburgh, Aberdeenshire
Rajinder Pal, Bedford, Beds
B Dass, Croydon, Surrey
Simon Strutt, London SE12
S Rogalson, Hodge Hill, Birmingham
F Deuchars, Dundee
P Williams, Basildon

PC ENGINE SG

The one you've all been waiting for - the unbelievably lucky winner of this fantastic new games machine is...

Peter Easton, Yeovil, Somerset



▲ Three balls, a piece of elastic and a spaceship. A recipe for confusion and disaster if ever there was one.

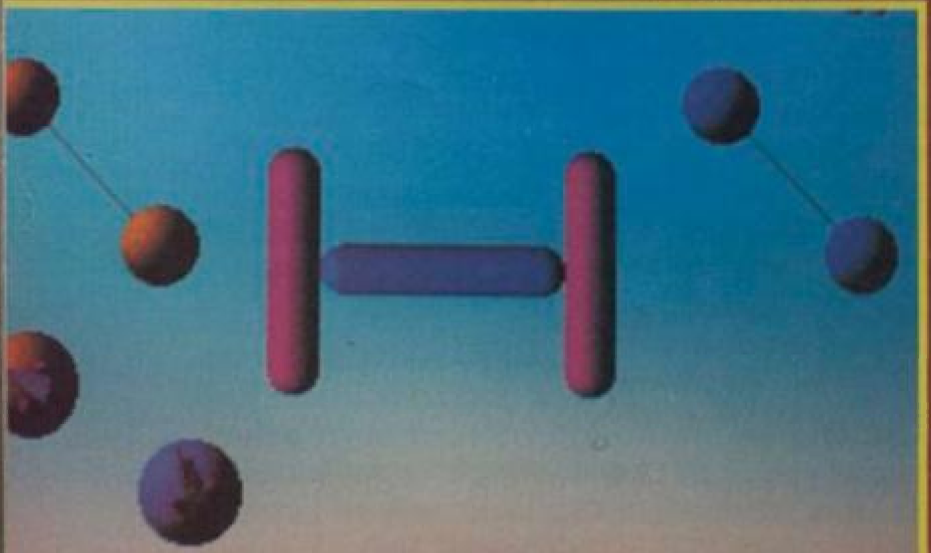
E-motion

BY US GOLD

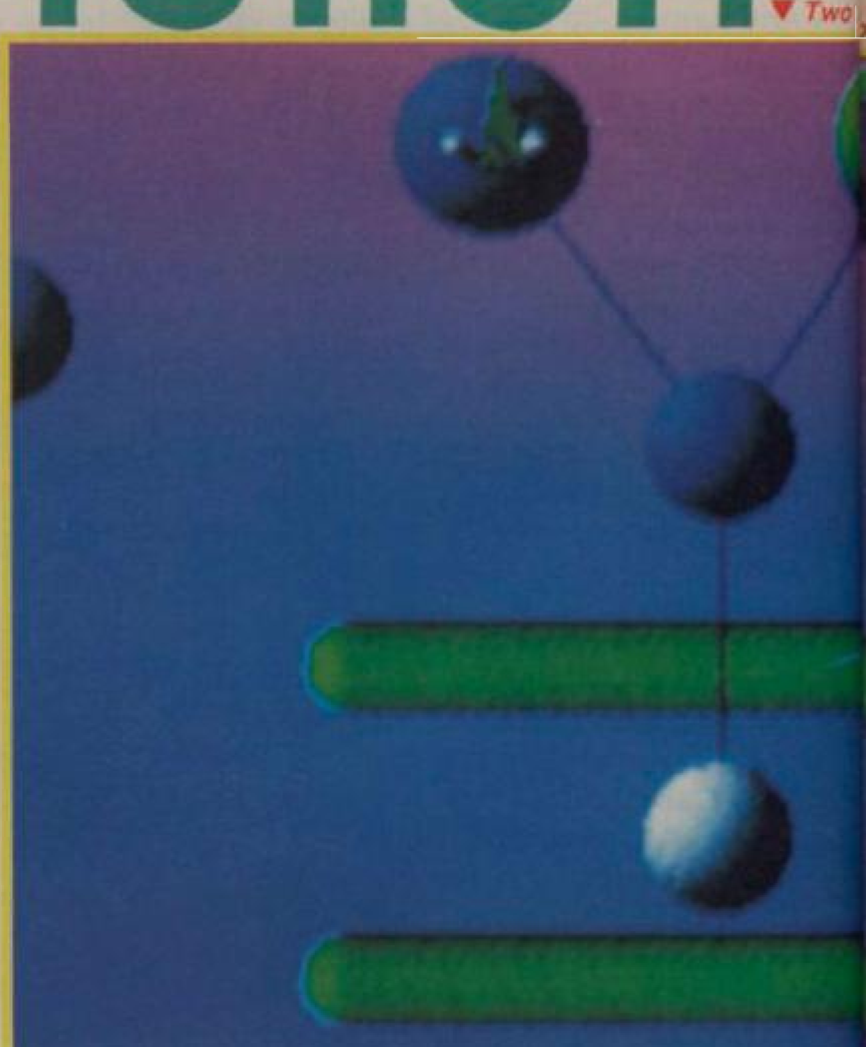
If someone told you that the first New Age computer game was something akin to "bowls on pieces of elastic", you'd probably think "Gawd, worra complete pleb". But that's exactly what E-Motion is!

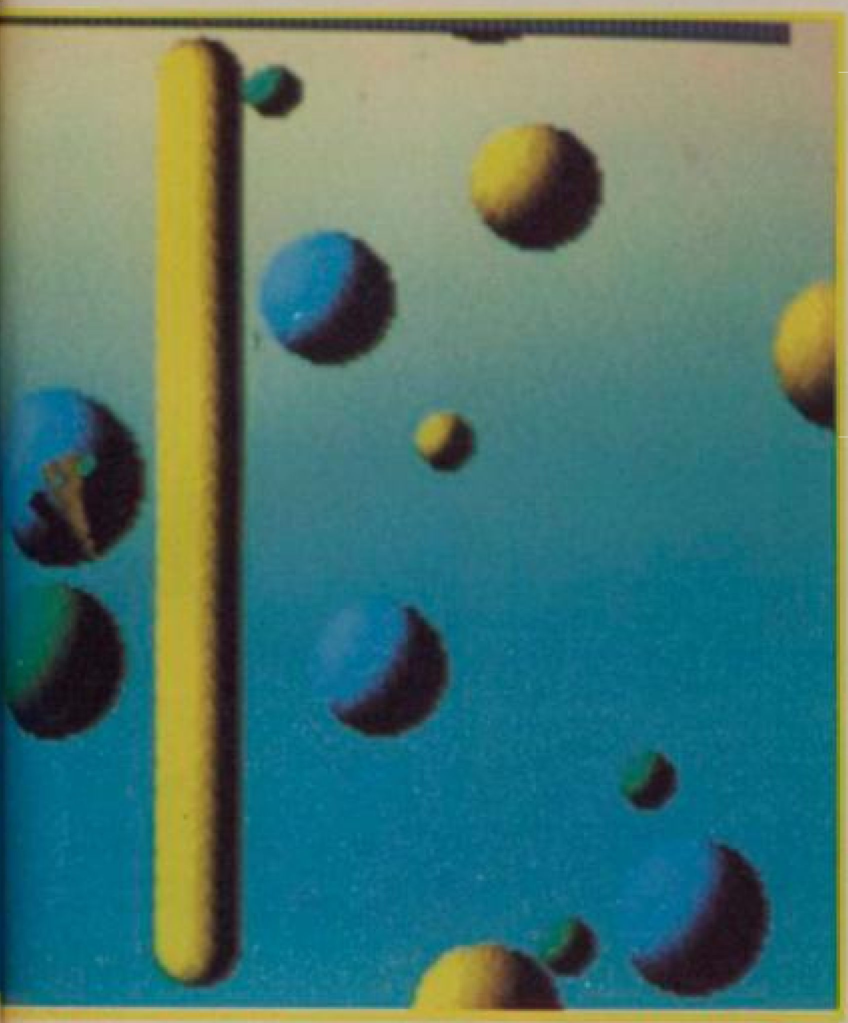
The game consists of fifty screens, each containing a number of coloured spheres and, sometimes, a solid structure. The idea is to obliterate all the spheres on screen by using a spaceship (or two if you're in dual-player mode) to bump like-coloured ones together. When different-coloured balls collide, another smaller ball appears which can be picked up and used to replenish the ship's energy. But be quick - energy balls soon grow to full size and of course, destroying them requires the creation of another

▼ These kooky shapes don't help matters, either.



▼ Two





▲ *Oh dear, looks like someone's been bashing those balls willy-nilly!*

Two s

s and a ball on one elastic thread?

ball of the same colour. If the screen isn't cleared within a time limit the balls explode, sapping the ships' energy.

There - easy. Or at least that's what the programmers, Assembly Line (they did the smashing Interphase) thought, so they added the structures which need to be worked around, making things even trickier. They've also linked you to some of the balls via elastic bands, which calls for pixel-perfect maneuvering if you don't want to create more spheres.

After a predetermined number of levels, one of three bonus stages can be tackled, allowing you to bump up those points before attempting the next screen.

UPDATE

We've yet to see the C64 version of E-Motion, which will carry a price tag of £9.99 but fear not, we'll be running a review in the Update section the moment it comes in.

C+VG HIT!

PC
£24.99

The PC game can be played in any of CGA, EGA or VGA modes but, no matter how much colour you have on-screen, there's no getting away from the fact that E-Motion is an unmissable experience.

OVERALL 95%

ST
£19.99

Apart from ever-so-slight colour alterations, there is absolutely no difference between this and the Amiga version. An astonishing game which no self-respecting gamer should be without.

OVERALL 95%

SPEC
£9.99

Due to the machine's limitations, the coloured balls have been discarded and instead the object is to link spheres with the same shape imprinted on them. Although initially confusing, a few games is all it takes to get the hang of this method and you'll not want to leave it alone.

OVERALL 89%

AMSTRAD
£9.99

E-Motion on the Amstrad obviously looks more basic than the 16 bits, but it's colourful enough, and that same addictive urge exists as much as in the other versions.

OVERALL 92%

AMIGA
£24.99

Puzzle games are all the rage at the moment and E-Motion is, quite simply, one of the best I've yet seen. First impressions are, as with most games of the genre, very misleading - the screen looks bare and things seem somewhat boring. However, that first burst of movement and the eventual collision with the wrong sphere causes you to sit up, panic a bit, re-evaluate your entire thoughts on the product and from that moment you're hooked. Like all the true greats, graphics are above average as opposed to spectacular, although the use of ray-tracing on the balls and structures is pretty impressive in itself. Similarly, sound is "nice" but the plinkety-plink tunes and spot effects will soon have you twiddling your volume knob. Pretty soon someone is going to create a game which overtakes the addictiveness of Tetris; E-Motion doesn't quite manage it, but it comes very, very close.

PAUL RAND

GRAPHICS	73%
SOUND	67%
VALUE	94%
PLAYABILITY	96%
OVERALL	95%

MANCHEST UNITED

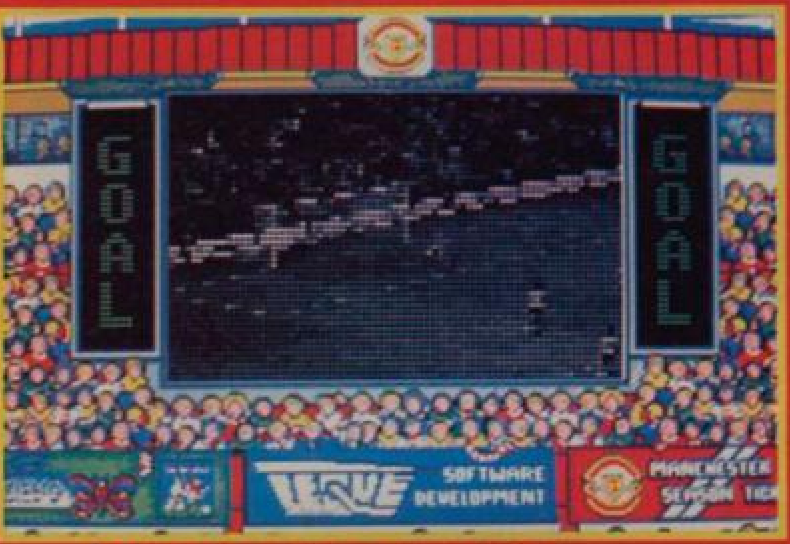
BY KRISALIS

With the 1990 World Cup almost upon us, it's fashionable at the moment to produce a game based on England's oldest sport (apart from bull-baiting, that is). And seeing as Grandslam and Ocean both have the Liverpool license (work that one out if you can), Krisalis have opted for what is termed by many as Britain's richest club.

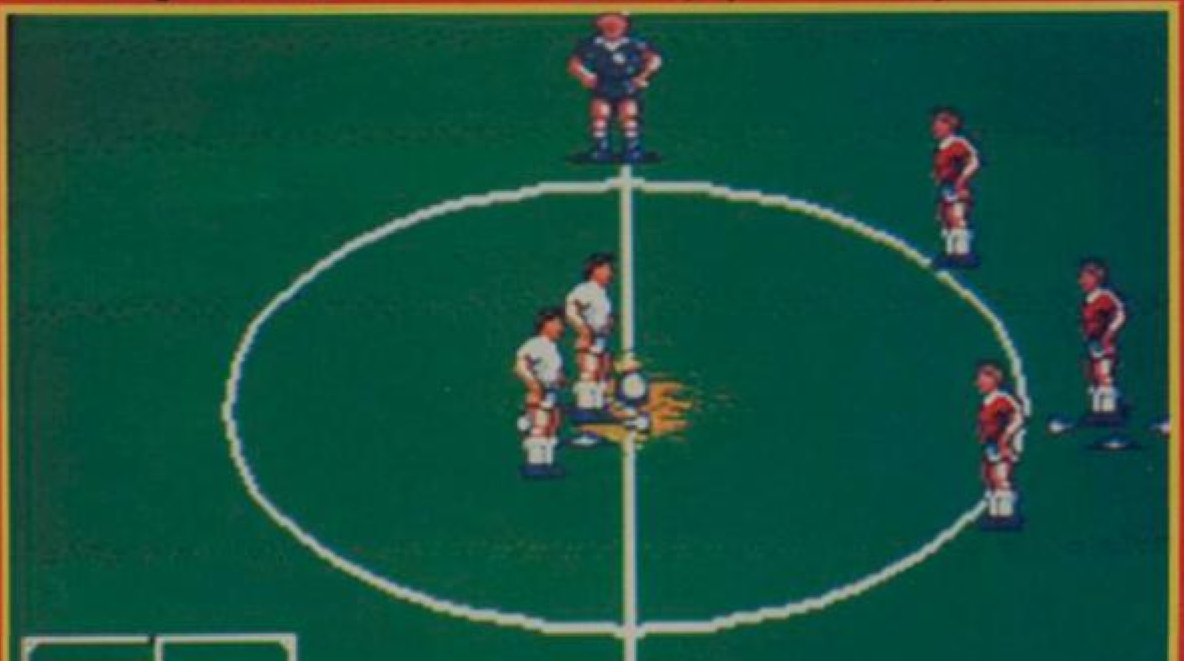
So practice that broad Scottish accent, pull out the wad and see if you can do a better job than poor old Alex Ferguson and his £13 million boys in a complete simulation of both sides of soccer - on-pitch action and off-pitch team management.

After the game has loaded, you are given the option of choosing the full game or the arcade football section only. Depending on what you pick, a number of icons are displayed. Progress gives an indication of how well/badly the team are doing, whether your head is on the block, whether Brian Robson is actually fit, etc, by way of the front page of The Daily Sport. Team Squad shows the statistics for each player in the team (complete with a brilliant digitised pic). If any of your players are unfit, they appear in the Players Injured menu (guess who'll be in there more often than not), while bad lads are shown in the Suspended box. You can add to or subtract from your squad in the Transfers menu, and get your team ready for the next skirmish by clicking on the Fitness icon.

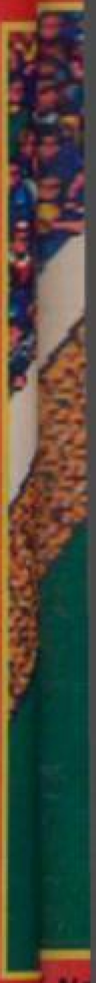
Once the managerial side of things is sorted, it's time to choose the Play icon, select a team formation and get into the action. Players are graded as to their real-life abilities, and as well as the League title to go for, the FA and Littlewoods Cups also beckon - can you beat the real boss and collect all three?



▲ *The action replay - extraordinary!*



▼ ***Man Utd (in their away white strips) prepare to kick off against Liverpool.***



Na

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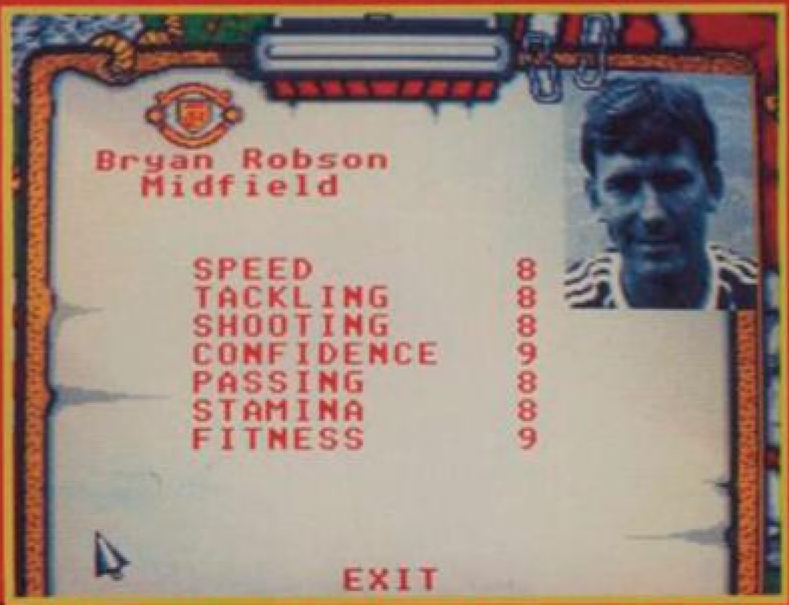
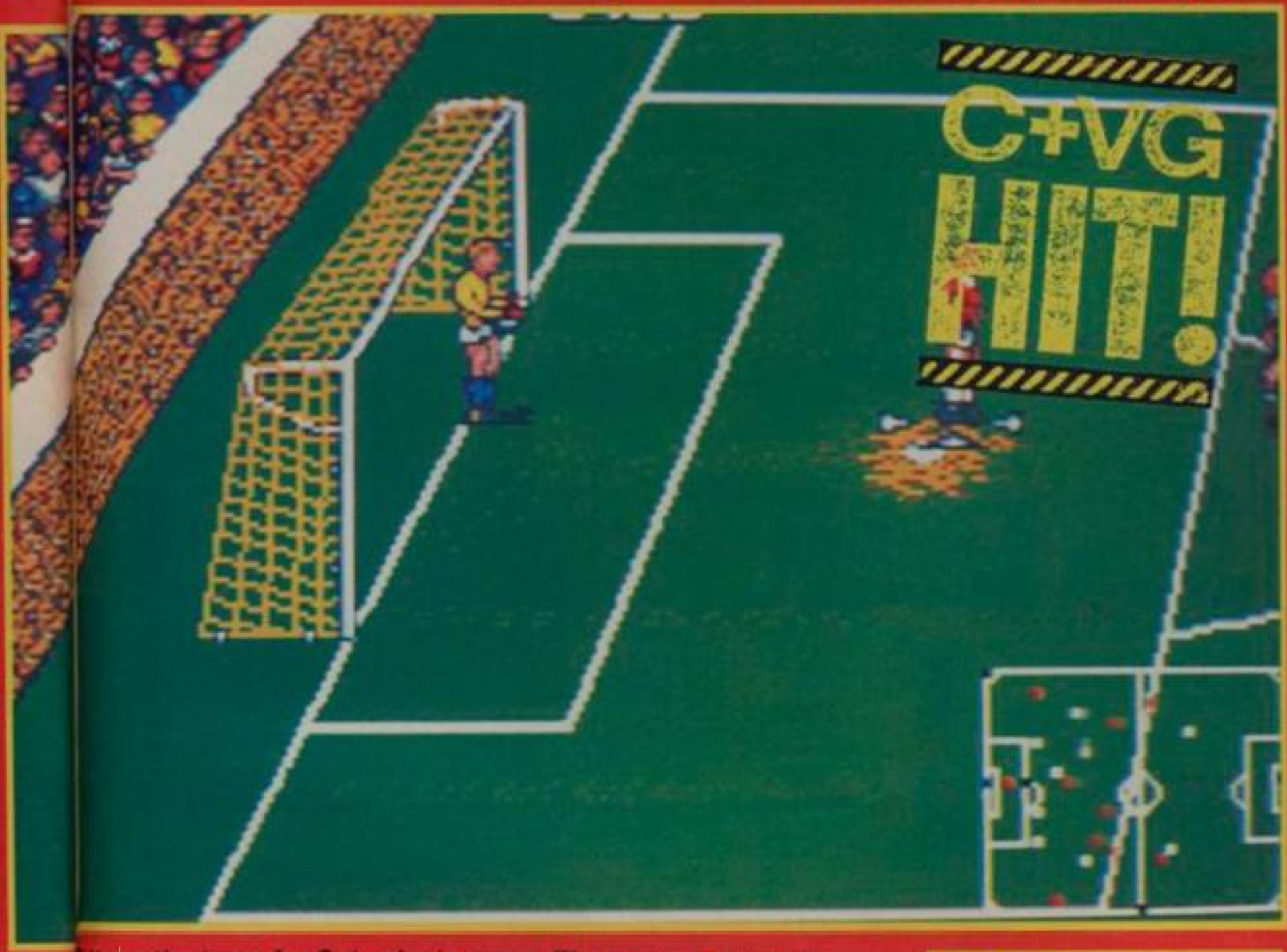


Bryan Robson
Midfield

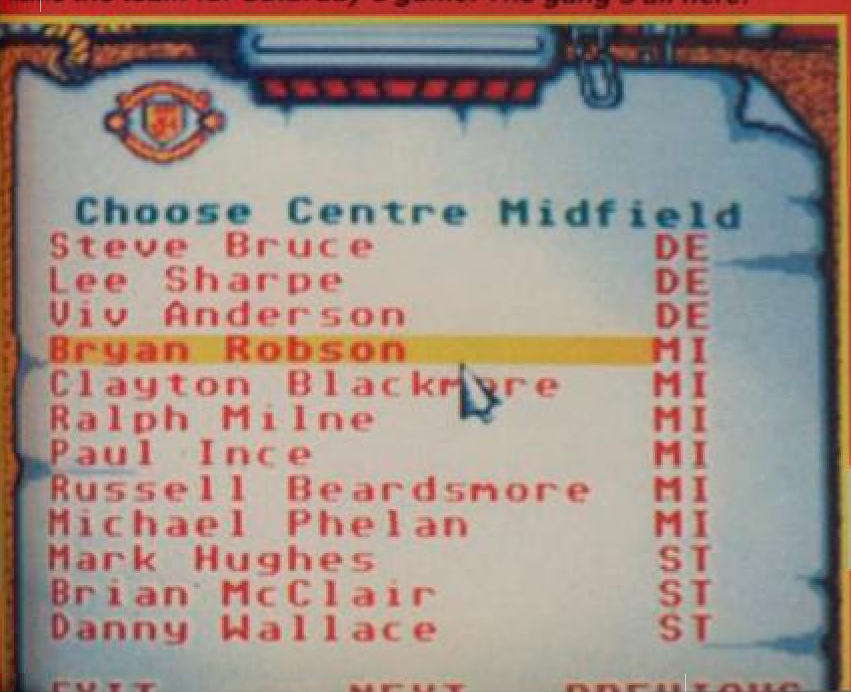
SPEED	8
TACKLING	8
SHOOTING	8
CONFIDENCE	9
PASSING	8
STAMINA	8
FITNESS	9

▲ Each member of the squad has a digitised pic. Fit to play are we, Bryan?

▼ Things are a bit quiet up United's end (pshaw, snigger).



Name the team for Saturday's game. The gang's all here!



Choose Centre Midfield

Steve Bruce	DE
Lee Sharpe	DE
Viv Anderson	DE
Bryan Robson	MI
Clayton Blackmore	MI
Ralph Milne	MI
Paul Ince	MI
Russell Beardsmore	MI
Michael Phelan	MI
Mark Hughes	ST
Brian McClair	ST
Danny Wallace	ST

AMIGA
£24.95

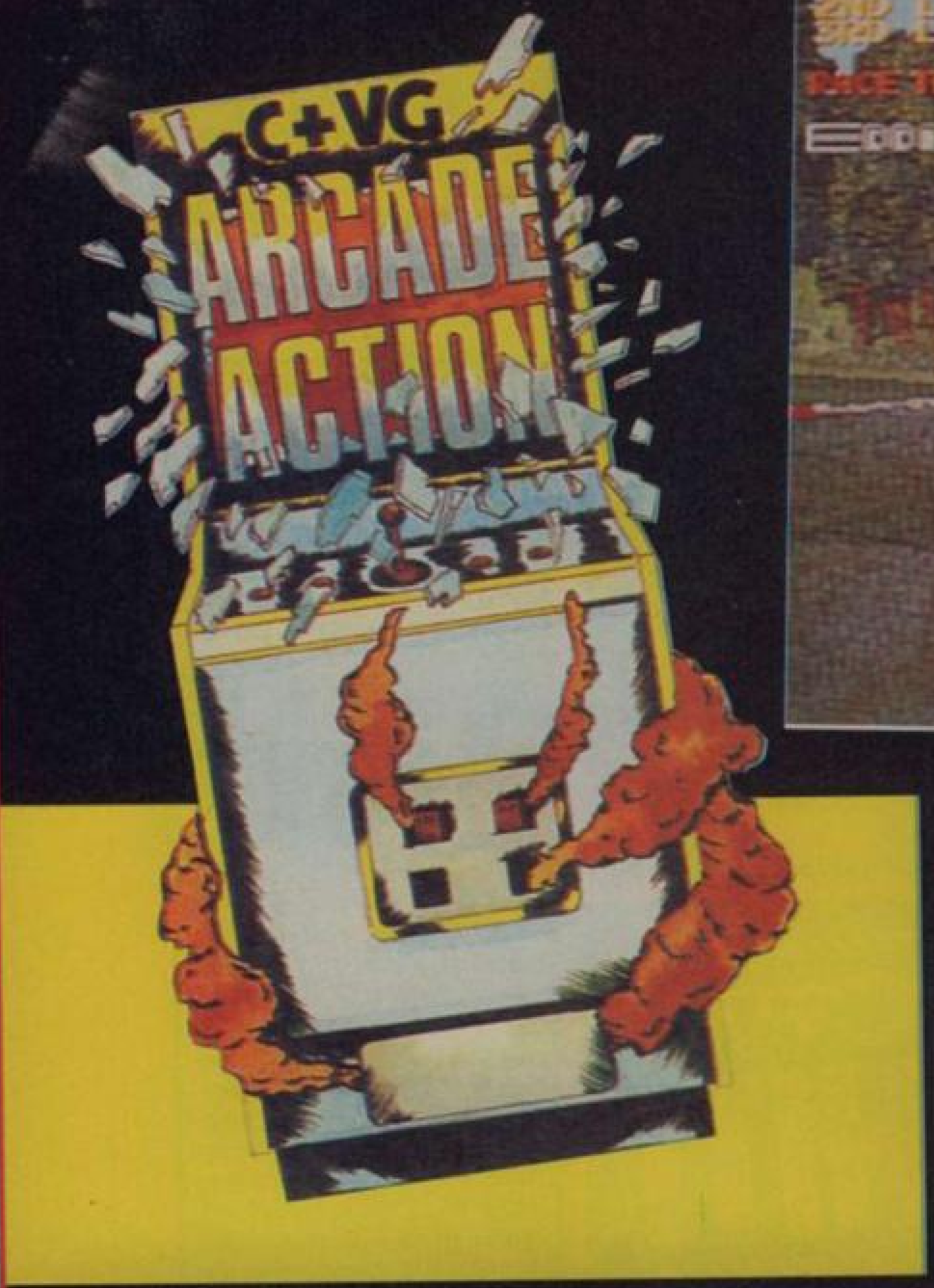
Manchester United FC is a superb product. The sheer amount of features present in the game is unbelievable - pots of digitised graphics, from the crisp photos of the Man Utd team to the dozen or so action replays which are shown when a goal is scored (they're taken from real matches, the most appropriate one being shown for the goal scored), brilliantly animated selection screens such as the Fitness icon which shows a player hobbling off the field, assisted by two others, and oodles more besides - if I were to list them all, I'd need an extra page or six - and that's only the management side of the game. The match section is a brilliant and incredibly playable football game in its own right. For instance, there's a referee on the pitch, running around doing what refs do (apart from being insulted by the fans). The strips change colour depending on whether the game is at home or away, and as far as I can see, all the team colours are faithful to their real-life counterparts. Playing the game is true to life too, as each team is graded on past form, so you may beat a team like Shrewsbury 6-0 one week, but end up falling flat on your face against Liverpool the next. Manchester United FC is an amazingly playable sports game, is highly realistic in a managerial sense, and is very, very addictive indeed. Don't miss it.

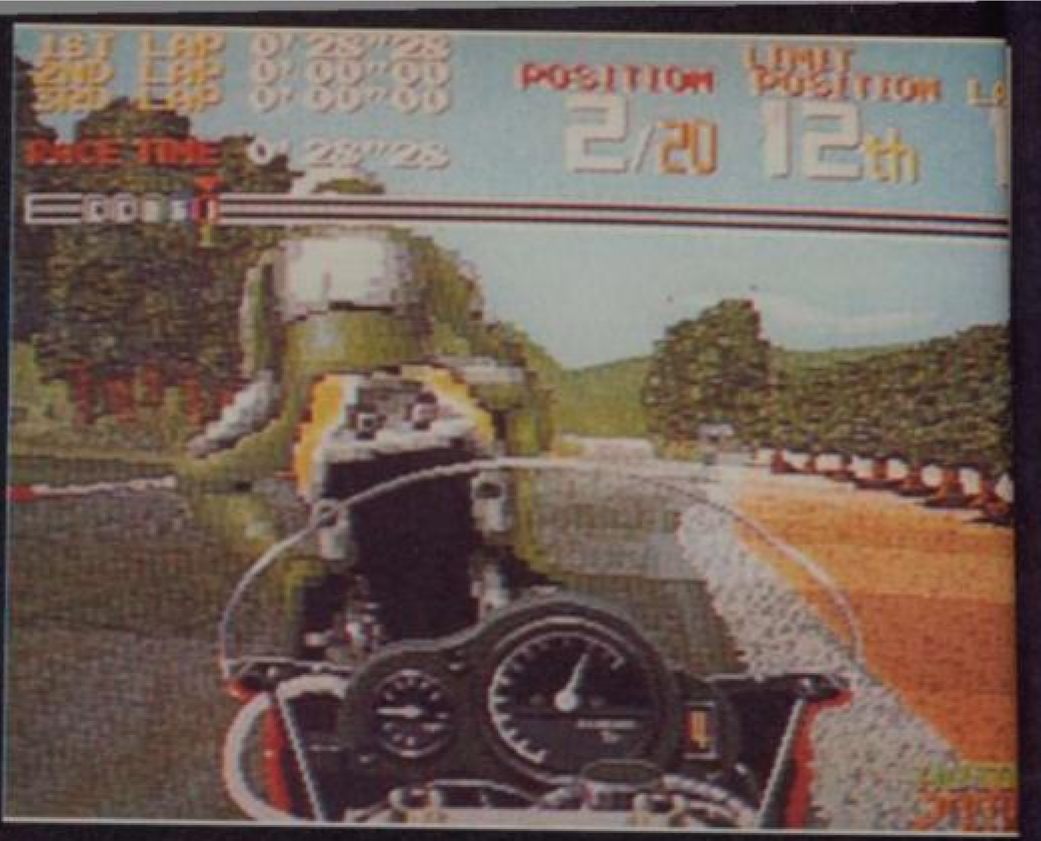
PAUL RAND

GRAPHICS	94%
SOUND	88%
VALUE	95%
PLAYABILITY	96%
OVERALL	95%

UPDATE

Don't fret if you haven't got an Amiga, for Manchester United FC is being released on practically every format under the sun. So hang in there all you ST, C64, Spectrum, Amstrad, MSX and Archimedes (yes, the Archie too!) - you shall have your fix of footballing fun and frolics in the coming weeks!


C+VG
ARCADE
ACTION


1ST LAP 0'28"28
2ND LAP 0'00"00
3RD LAP 0'00"00
POSITION
LIMIT POSITION
2/20
12th
RACE TIME 0'28"28

The latest hydraulic coin-op to hit the arcades is Taito's amazing first-person perspective sit-on motorcycle race game, which leans from side to side as you race around corners, and even has a high-powered fan which blows air to simulate the wind through your hair!

There are five tracks to race, and the object is simply to finish in a high enough position to enable you to continue.

The graphics are very fast, and when you zoom around a corner, the horizon tilts with the motorbike you're sitting on to simulate you screeching around the bend!

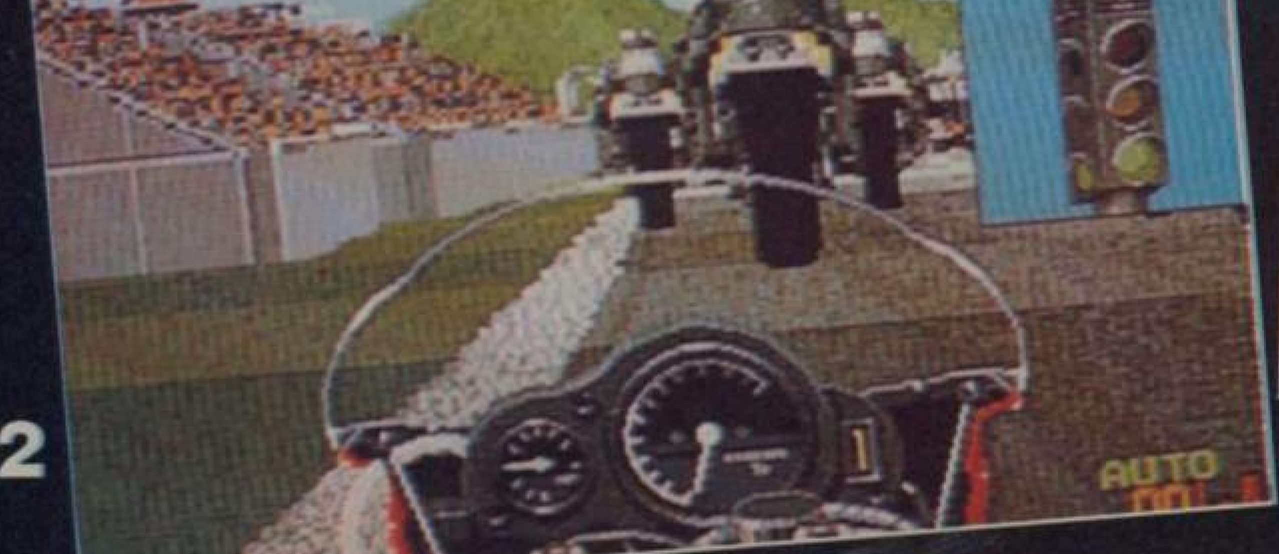
World Grand Prix is exciting and very fast - even faster than Super Monaco GP - and is easily the most realistic arcade motorbike race yet seen. If you're a bike fan, make sure you give this a go - and be prepared to hang on!

JULIAN RIGNALL

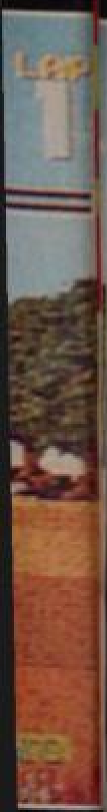
WORLD GRAND PRIX

REAL RACE FEELING

GRAPHICS	86%
SOUND	87%
VALUE	86%
PLAYABILITY	92%
OVERALL	90%


2ND LAP 0'00"00
3RD LAP 0'00"00
POSITION
6/20
LIMIT POSITION
12th
LAP
1
RACE TIME 0'00"00
AUTO

1ST LAP 2'18"64
2ND LAP 0'00"00
3RD LAP 0'00"00
RACE TIME 2'18"64



GRAPHICS	81%
SOUND	82%
VALUE	78%
PLAYABILITY	82%
OVERALL	80%

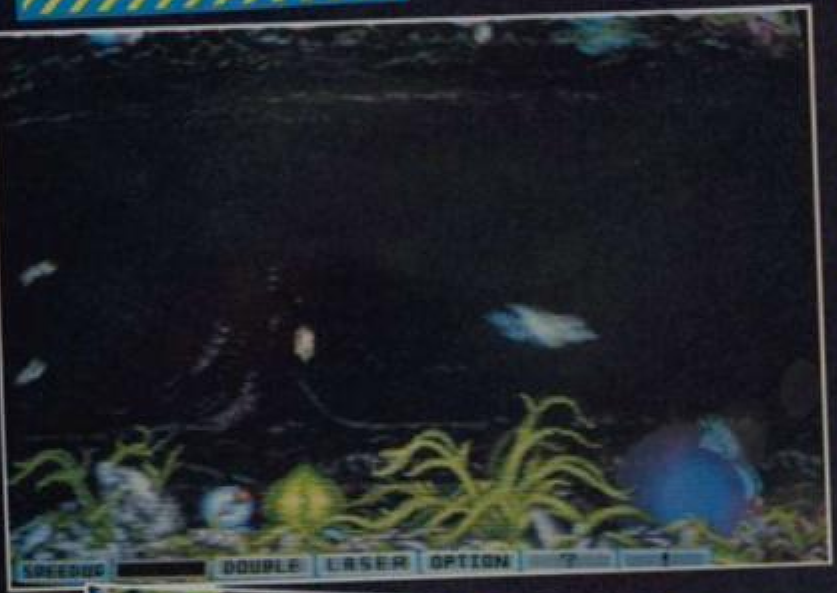
GRADIUS III

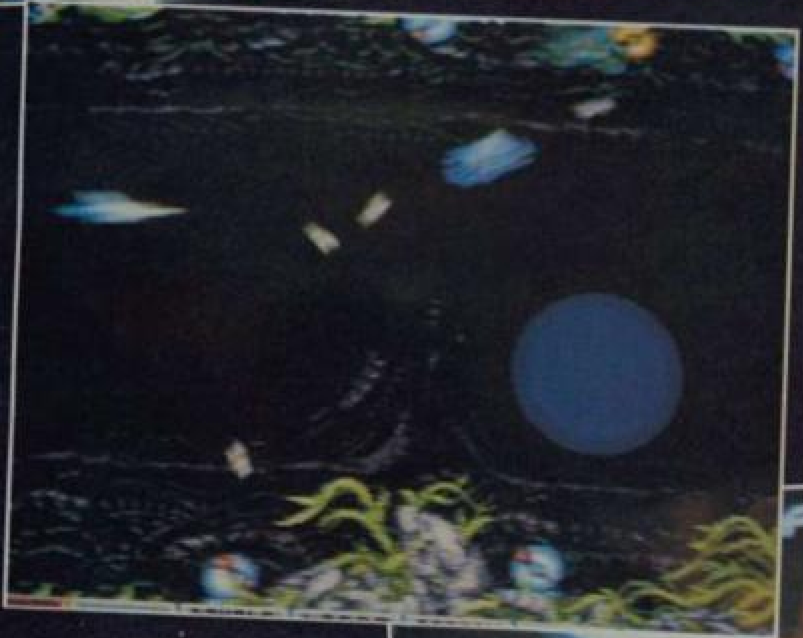
Gradius is back once again! And it's hardly changed. At the start of the game you're given the opportunity to configure the power-up arrangement - the standard setting is the same as Nemesis and Gradius II, but others are more powerful and include lasers, free way and tail spread.

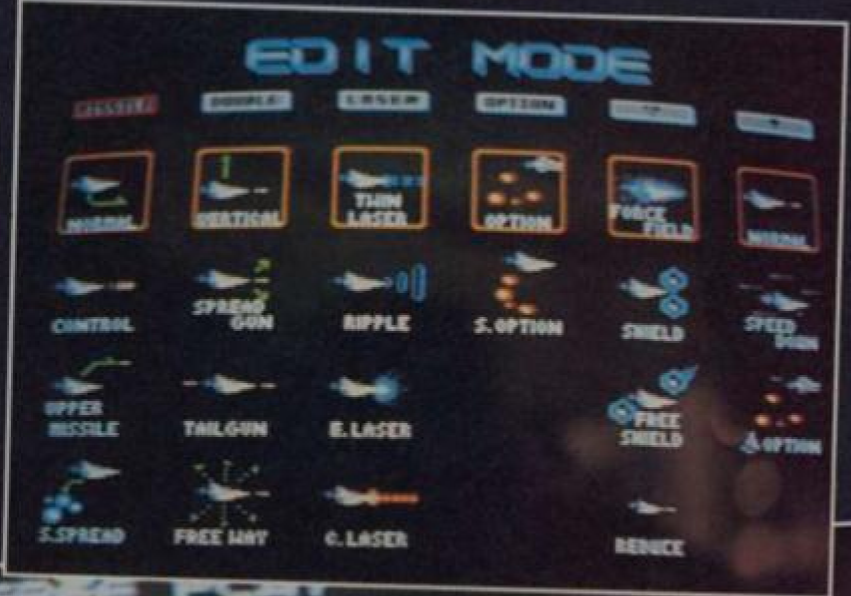
Once you've chosen your weapons it's off down a long horizontally scrolling level to blast all and sundry, and of course, tackle each of the end-of-level guardians who are all lying in wait.

Gradius III is fun for a while, but doesn't really offer much that hasn't already been seen in this genre. The graphics are crisp, but not very imaginative, and after a while you get that feeling of deja vu. Fans of Gradius might find this enjoyable, but I prefer R-Type II.

JULIAN RIGNALL


SPEEDUP
DOUBLE
LASER
OPTION
?
!



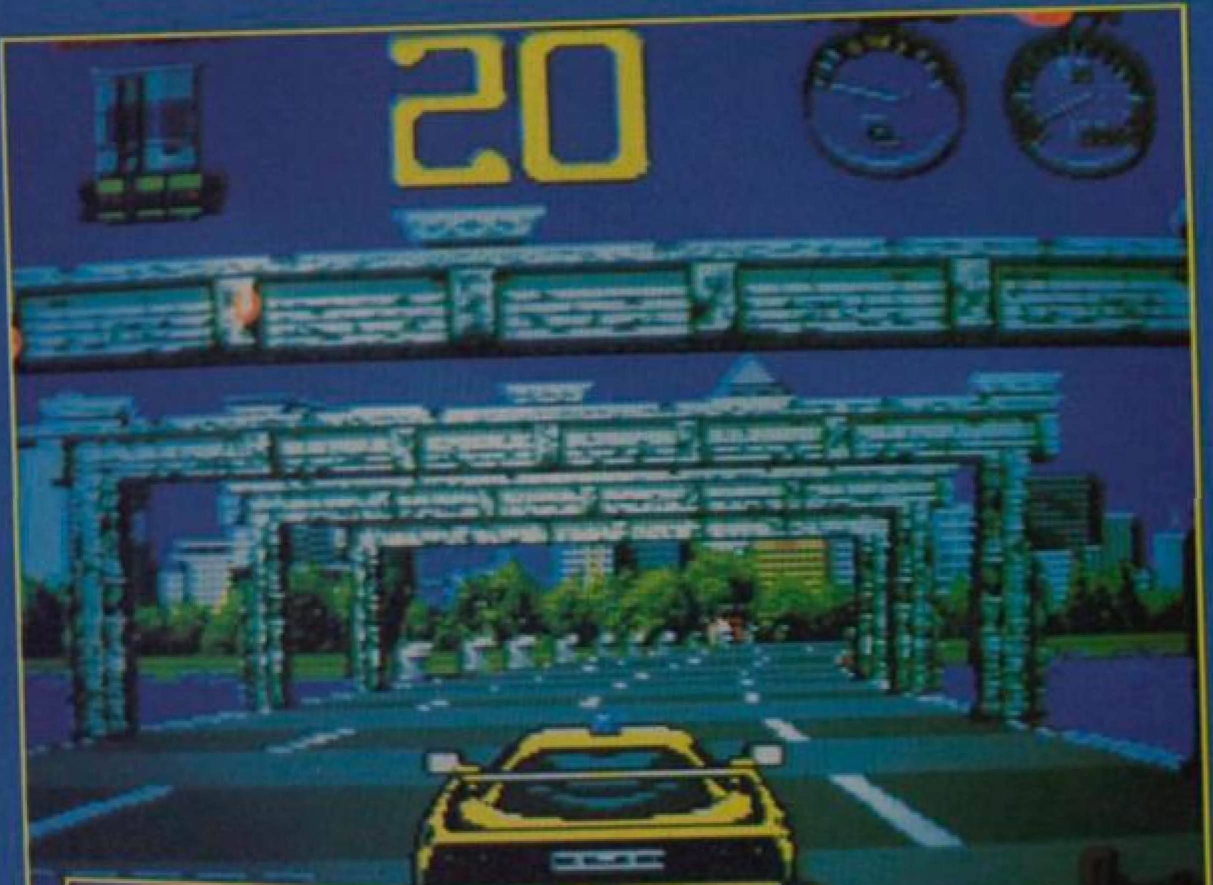

EDIT MODE
MISSILE
DOUBLE
LASER
OPTION
?
!
NORMAL
VERTICAL
THIN LASER
OPTION
FORCE FIELD
NORMAL
CONTROL
SPREAD GUN
RIPPLE
S.OPTION
SHIELD
SPEED DOWN
UPPER MISSILE
TAILGUN
E.LASER
FREE SHIELD
A.OPTION
S.SPREAD
FREE WAY
C.LASER
REDUCE

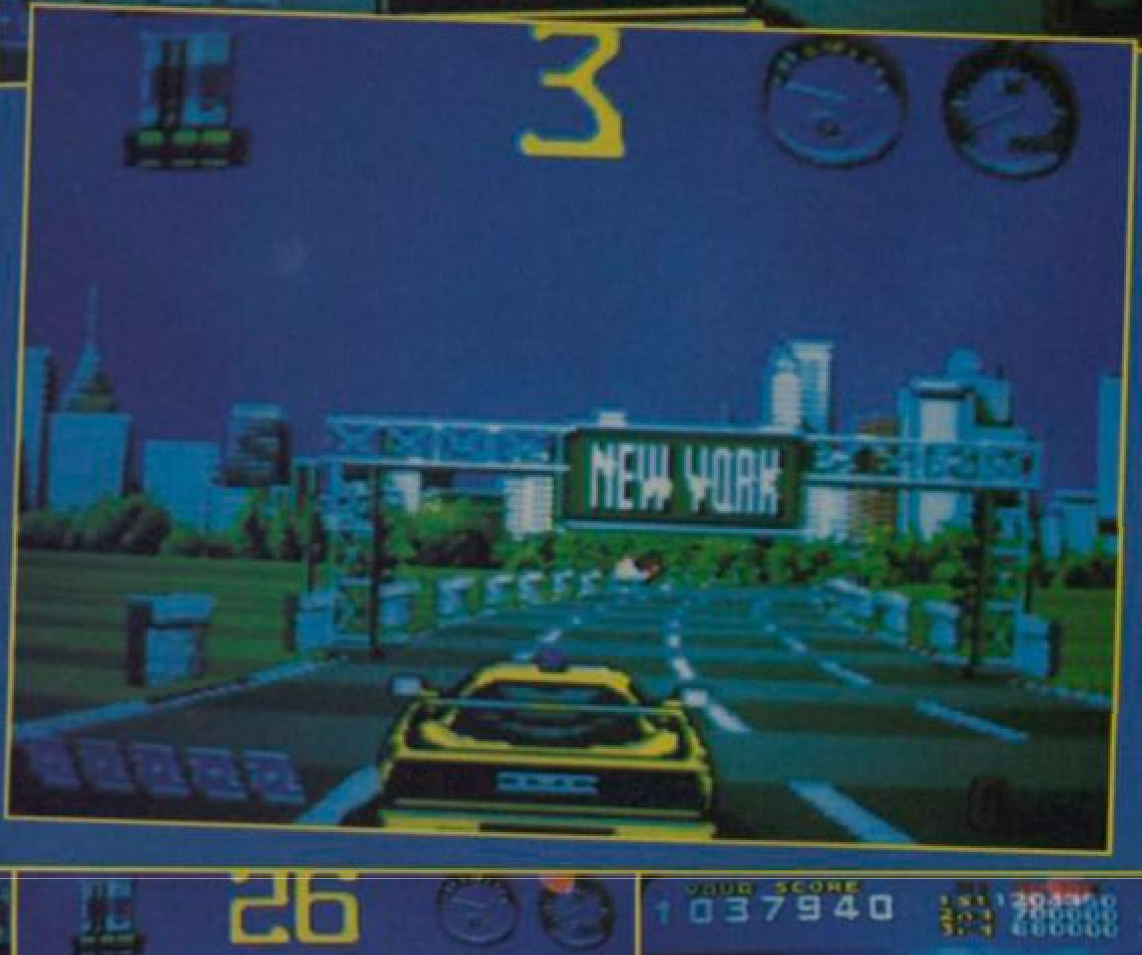
FREE PLAY
GRADIUS
III
PRESS START
PLAYERS
FIRST BONUS AT 20000 PTS
AND THEN EVERY 70000 PTS
KONAMI ®
© KONAMI 1989

POSITION
12/20
LIMIT POSITION
12th

C+VG
ARCADE
ACTION

ROUND UP FIVE





It's been quite a while since Tatsumi released a three-screen game - TX-1 and Buggy Boy were the last ones. But now Round-Up 5 has appeared.

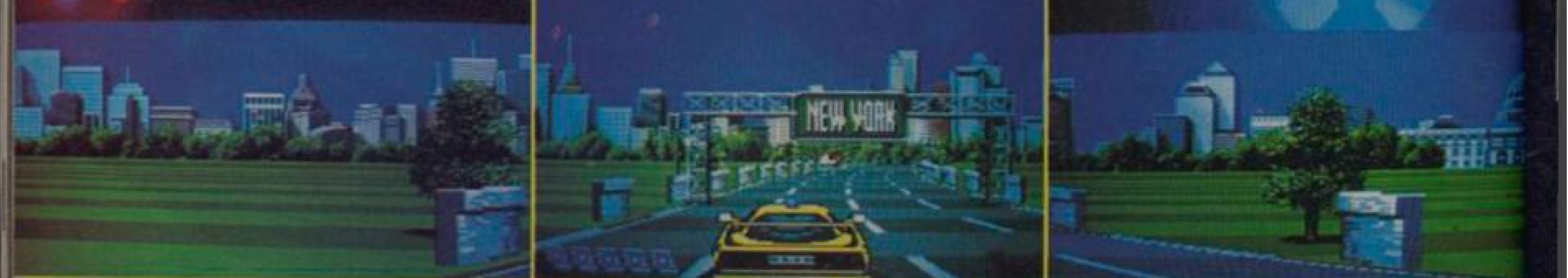
It's a similar style game to Chase HQ and Special Criminal Investigation, with the objective of simply chasing after criminals and bumping or blasting them off the road.

There are five criminals to capture, and although that doesn't sound much, it's quite a tough game and getting all of them on one credit takes some doing (anyone can do it if they've got enough money!).

Chase HQ fans will certainly love this - even though it doesn't offer anything new.

JULIAN RIGNALL

GRAPHICS	83%
SOUND	81%
VALUE	83%
PLAYABILITY	85%
OVERALL	**83%**



ISSUE 1 SPRING 1990 £1.50

PC Leisure

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04
9 770959 024006

▶ ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore Table, the place where all of Britain's coin-op records top are displayed. If you're a record breaker, why not get famous by sending in your scores on the back of postcard or sealed envelope to: ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Our panel of experts will look at your scores, and if they're judged to be genuine, they'll be included in the table.

1942
16,220,960 Daniel Ellis (DAN), Bath, Avon

AFTERBURNER
24,555,000 John Bristow, Erith, Kent

ALIEN SYNDROME
843,010 Colin McWhirter, Ballymena, N Ireland

ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire

ASSAULT
335,550 Martin Deem, Portsmouth

ATOMIC ROBOKID
14,101,430 Symon Brown, London

BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk

BLASTEROIDS
2,539,740 EGG, Portsmouth

BOMBJACK
45,672,800 Gary Harrod, Poole

CABAL
5,600,760 P Kollas, Greece

CAL 50
475,000 Alex Ware, Sheffield

CHASE HQ
17,285,000 John Bristow, Erith, Kent

CHELNOV
345,700 Martin Deem, Portsmouth

CRIMEFIGHTERS
225 Jermaine Allen, London

CYBERBALL
72-0 Nick McKay (NIK) Broomhill Glasgow

DARIUS
4,293,600 Keith Bradley, Blackburn, Lancs

DEMON WORLD
1,501,500 Martin Deem, Portsmouth

DOUBLE DRAGON
999,999 Colin McWhirter, Ballymena, N Ireland

DOUBLE DRAGON II
885,000 John Bristow, Erith, Kent

DRAGON BREED
996,450 Jamie Morse, Weston-Super-Mare

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994,375 Jamie Morse (JIM), Weston-Super-Mare

DYNAMITE DUKE
1,337,900 Gary Harrod, Poole

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1,010,700 Peter Amor, Clevedon, Avon

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1,364,220 Peter Amor, Clevedon, Avon

FINAL ROUND
11,945,600 Tim Walker, Brighton

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2,949,600 Gary Harrod, Poole

FORGOTTEN WORLDS
6,927,600 Gary Harrod (GJH), Portsmouth

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2,253,070 Tony Schrati, Reading, Berks

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150,500 Haq Nawaz, Birmingham

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79,855 Jamie Morse, Weston-Super-Mare

GOLDEN AXE
265.0 Gary Harrod, Poole

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HAUNTED CASTLE
368,220 Gavin Davis, Swansea

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327,000 Julian Rignall (JAZ), Southend

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NARC
3,360,050 Robin Levy (RJL), Exeter

NEMESIS
1,376,400 Mario Kyriacou, Canterbury, Kent

NEW ZEALAND STORY
3,500,000 Martin Deem, Porsmouth

NINJA WARRIORS
238,100 TOD, Ballymena, Antrim

OPERATION THUNDERBOLT
386,390 R G Porter (ROB), Lancaster

OPERATION WOLF
5,340,120 P Kollas, Greece

ORDYNE
471,840 Alex Ware, Shenfield

OUTRUN
56,024,110 Peter Amor, Clevedon, Avon

OUTRUN TURBO
22,690,020 Anthony Shilson (BUZ), Tiptree, Essex

PACLAND
4,936,910 Martin Deem, Portsmouth

PANG
21,400 Jim Woodcock, Shenfield

P-47
1,675,890 Chris Ford, Lancing, W Sussex

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621,500 Daniel Ellis (LSD), Bath, Avon

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ROBOCOP
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ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield, Beds

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SHAO-LIN'S ROAD
11,834,000 Firoz Rawat, Manchester

SHINOBI
665,980 Andrew Rose (ROZ), Wakefield, W Yorks

SIDE ARMS
1,846,800 Graham Shaw, Loughton, Essex

SILKWORM
3,904,100 Mitch J Slater (SUN), Croydon

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6,641 Gary Harrod, Poole

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94,710 Nuralem Mozumder, Chelmsford

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BEG: 29,874,670 Martin Deem, Portsmouth
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REVIEWED THIS MONTH:
RAINBOW ISLANDS
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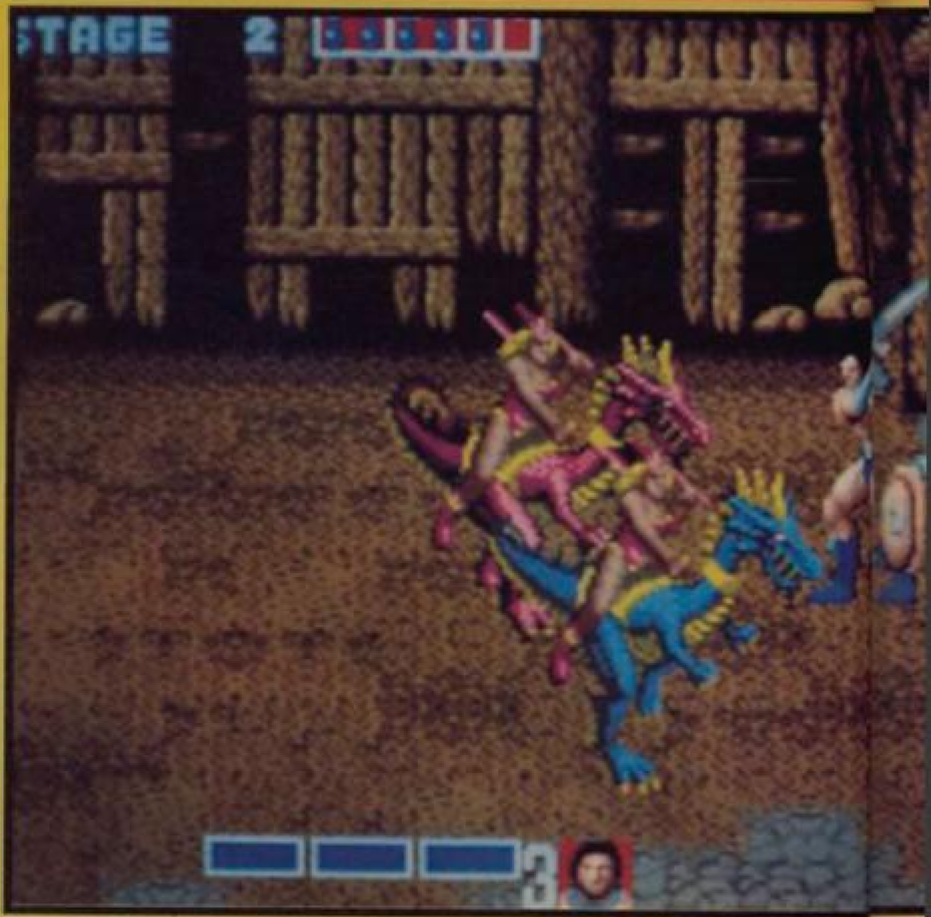
PLUS LOADS MORE

MEAN MACHINES



Golden Axe was reviewed on the Sega master system last month and scored a very respectable 89%. Now we've got hold of the Megadrive version and it's even better. In fact there are no noticeable differences between it and the original coin-op!

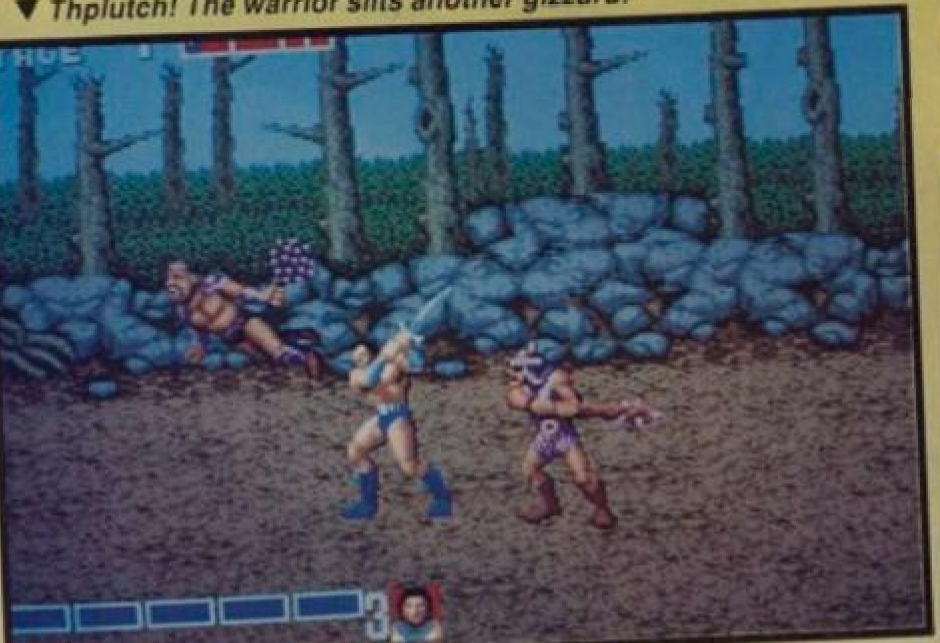
In case you missed the story, Golden Axe is a one or simultaneous two-player beat 'em up in which the players guide either a barbarian, Amazon woman or dwarf across eight hazardous levels with the objective of confronting and killing the evil demon Death Adder who lurks at the end of the final level.

It's action all the way as the characters confront a variety of Death Adder's minions, including dinosaur riders (topple them from their mounts and you can leap on the back of the dinosaur and run amok yourself), giant rock trolls, skeletons, orcs and barbarian women. The going is certainly tough!

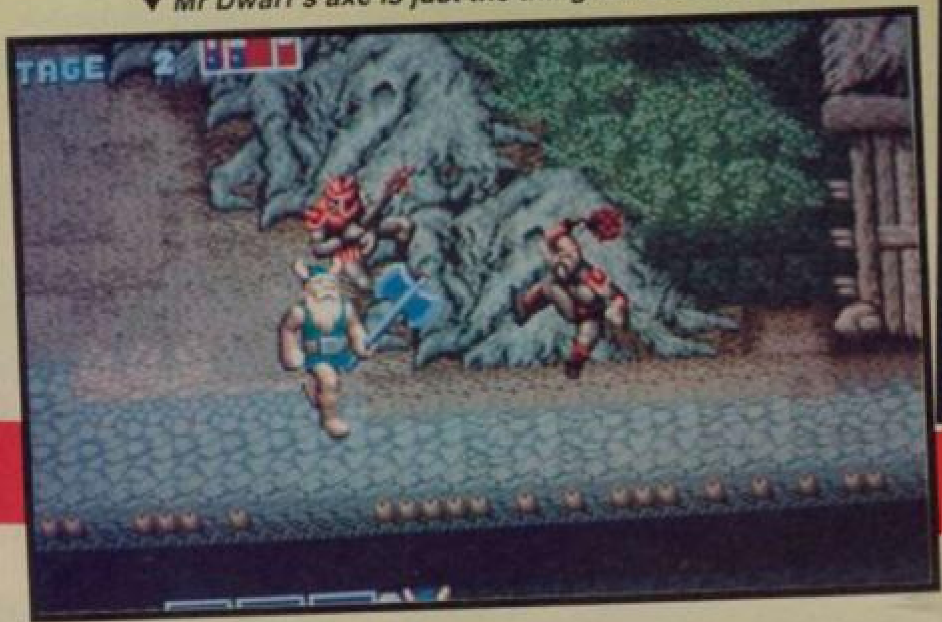
Reach the end of the last level and you confront Death Adder - who uses all his might and magic as you battle to the end...

GOLDEN

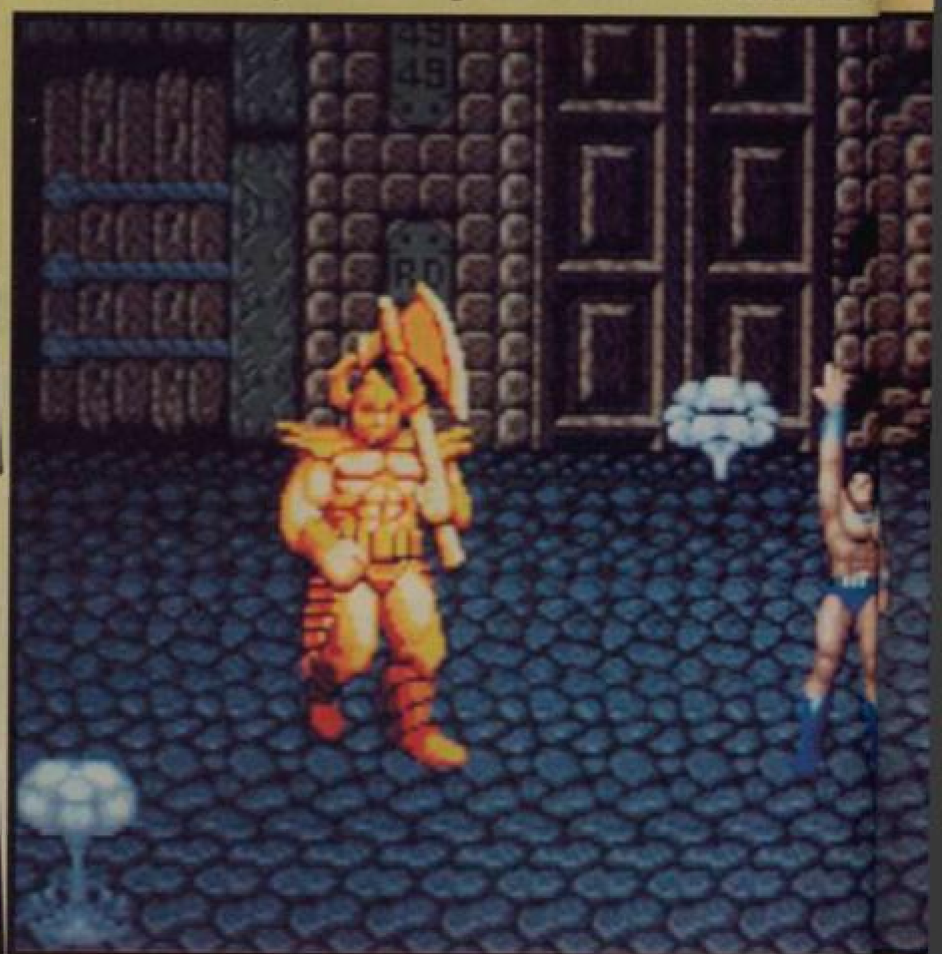
▼ *Thplutch! The warrior slits another gizzard!*

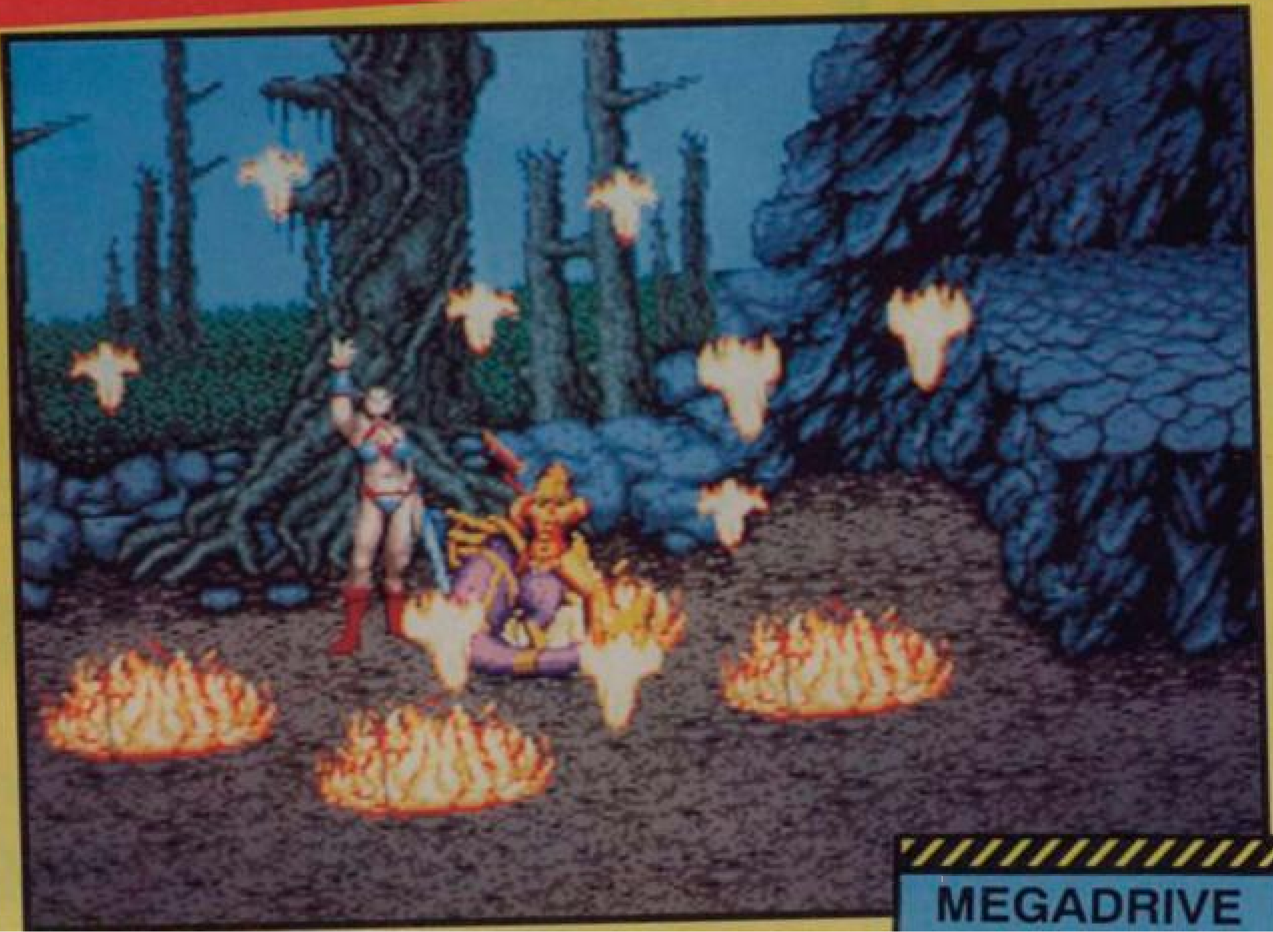


▼ *Mr Dwarf's axe is just the thing for cleaving skulls.*



▼ *The warrior wisely invokes magic to defeat the man with the Glen*





▲ The Amazon woman can use powerful fire magic

N AXE

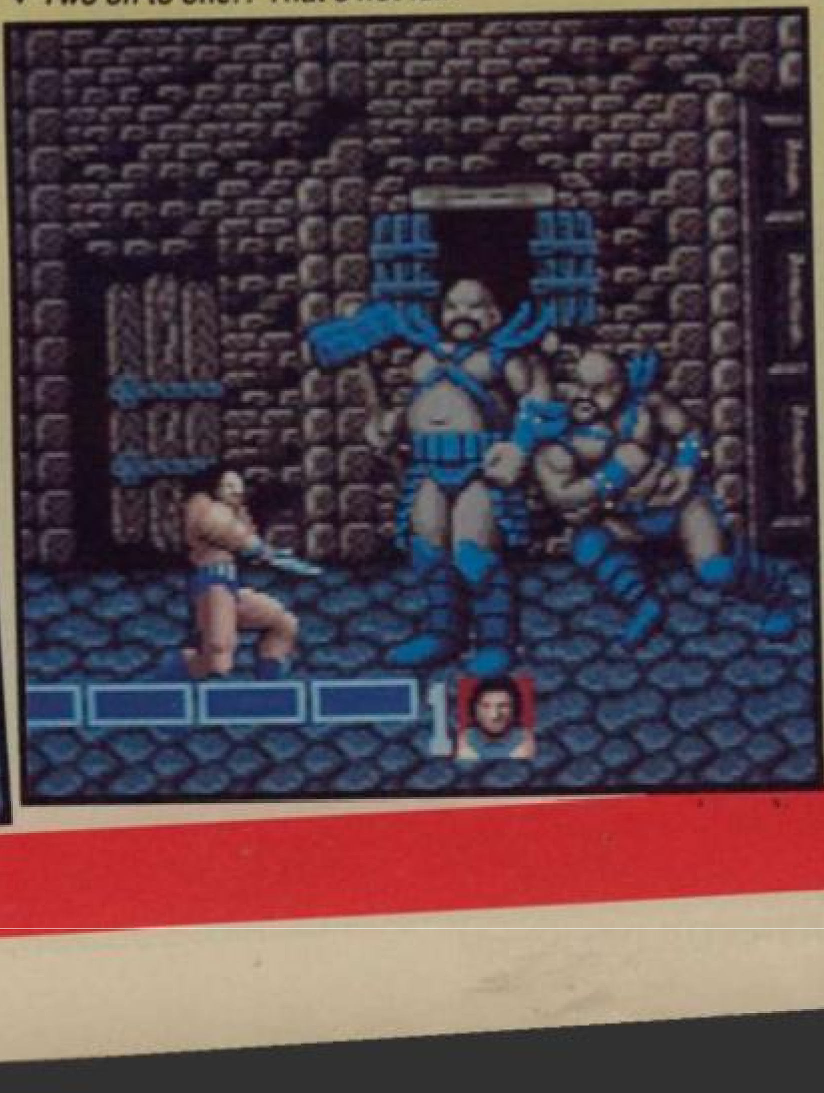
the Golden Axe!

C+VG HIT!

UPDATE

Master System Golden Axe should be available by the time you read this. Virgin recently bought the computer conversion rights, so expect to see Spectrum, Amstrad, C64, ST and Amiga versions later on this year.

▼ Two on to one!? That's not fair!



MEGADRIVE
£31.90

Incredible! What we have here is the equivalent of a Golden Axe arcade machine in a cartridge!! The differences between this conversion and the brilliant hack 'n' slash coin-op are virtually non-existent. The sound, graphics and gameplay are all exactly the same - in fact the only really noticeable difference is that the Megadrive cartridge actually offers MORE than the coin-op, with two practice options, a music and sound test option and even different difficulty levels! Golden Axe is a superb game, and is one of the best beat 'em ups available. It looks good, is incredibly addictive, and should be put right at the top of your shopping list. Now!

JULIAN RIGNALL

GRAPHICS	95%
SOUND	95%
VALUE	93%
PLAYABILITY	97%
OVERALL	95%

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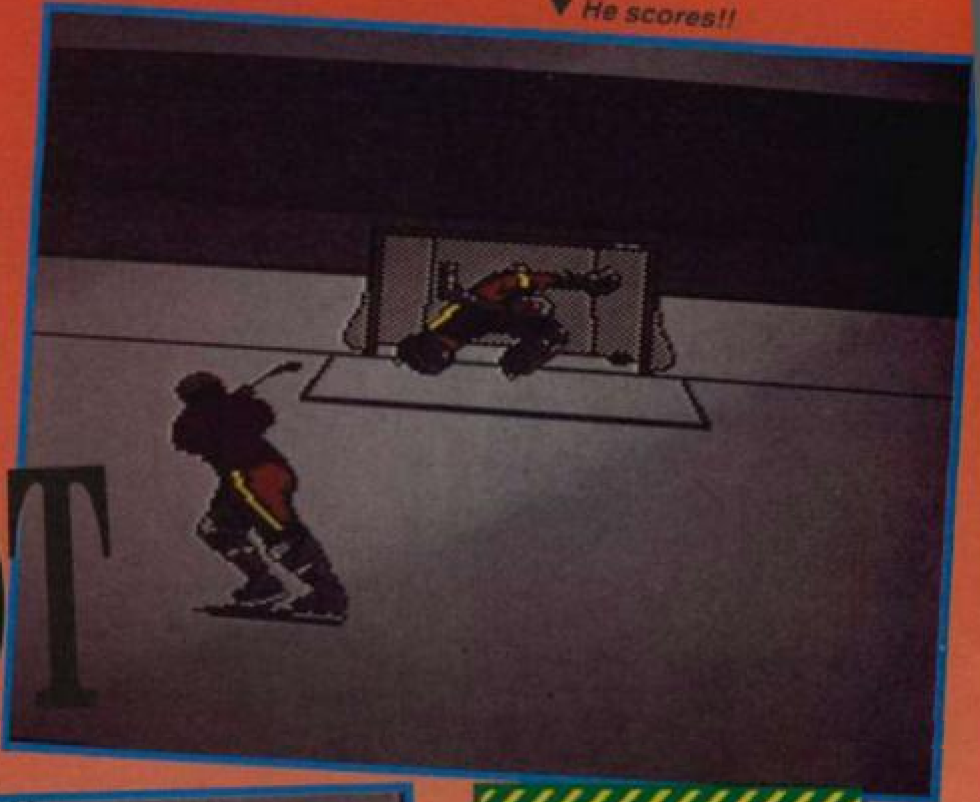
MEAN MACHINES

SLAP SHOT

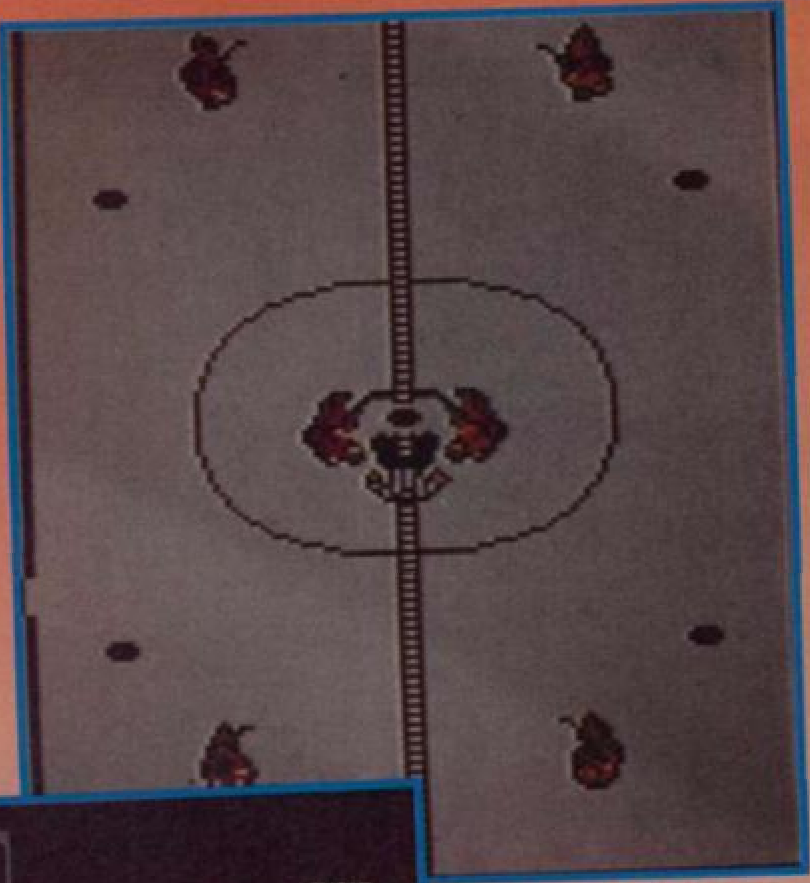
BY SEGA

Slapshot is a simulation of Ice Hockey, a sport of tricky stick work and much ungentlemanly conduct! One or two players can partake in the action, and the object is simply to slap the puck into the opponent's goal, strike attempts shown via an impressive close-up animated action replay, with the puck whistling into the back of the next, being saved by the keeper or flying wide.

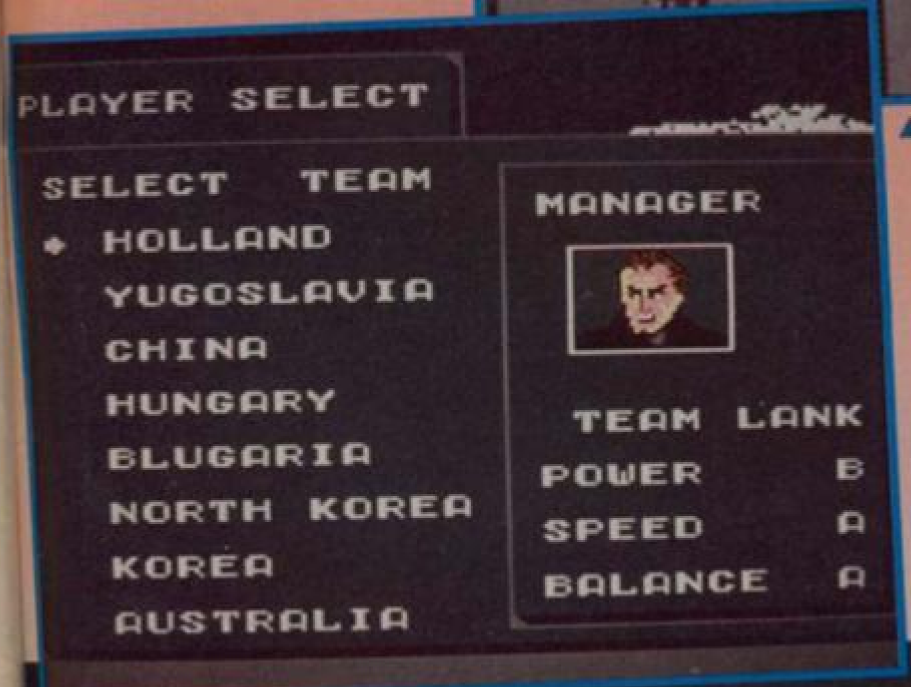
Like the sport, play is tough and you can rough up and knock over opponents with your stick - but be careful, if they dodge past you, your flailing attempts could leave you sitting on the deck looking stupid and getting a very cold bot while play whizzes upfield!



▼ *He scores!!*



▲ *The teams prepare to puck off (is that the right word?)*



PLAYER SELECT

SELECT TEAM

◆ HOLLAND
YUGOSLAVIA
CHINA
HUNGARY
BLUGARIA
NORTH KOREA
KOREA
AUSTRALIA

MANAGER

TEAM LANK
POWER B
SPEED A
BALANCE A

SEGA
£24.95

Slapshot is an admirable rendition of the fast and furious sport, and features great graphics, especially the excellent close-up replay screen, and a decent control method, letting you switch between players when you see fit, rather than the computer. The inertia effect is great, so you feel like your players are skating around on ice, and the option of being able to knock over opponents adds a whole new dimension to the game. As with most sports games, it's most fun when two players are battling it out - especially when play starts getting rough! But even in one-player mode, Slapshot is brilliant fun and is highly recommended to fans of sports simulations.

JULIAN RIGNALL

GRAPHICS	85%
SOUND	79%
VALUE	81%
PLAYABILITY	88%
OVERALL	85%

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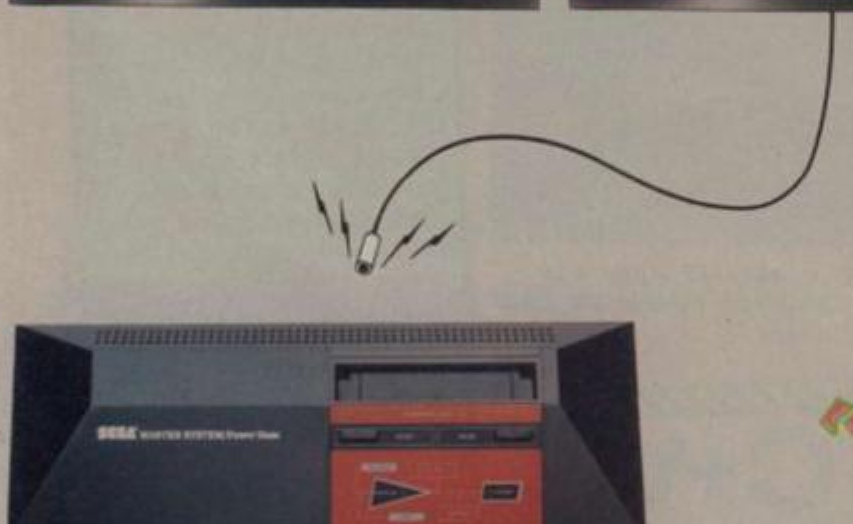

8 new! games

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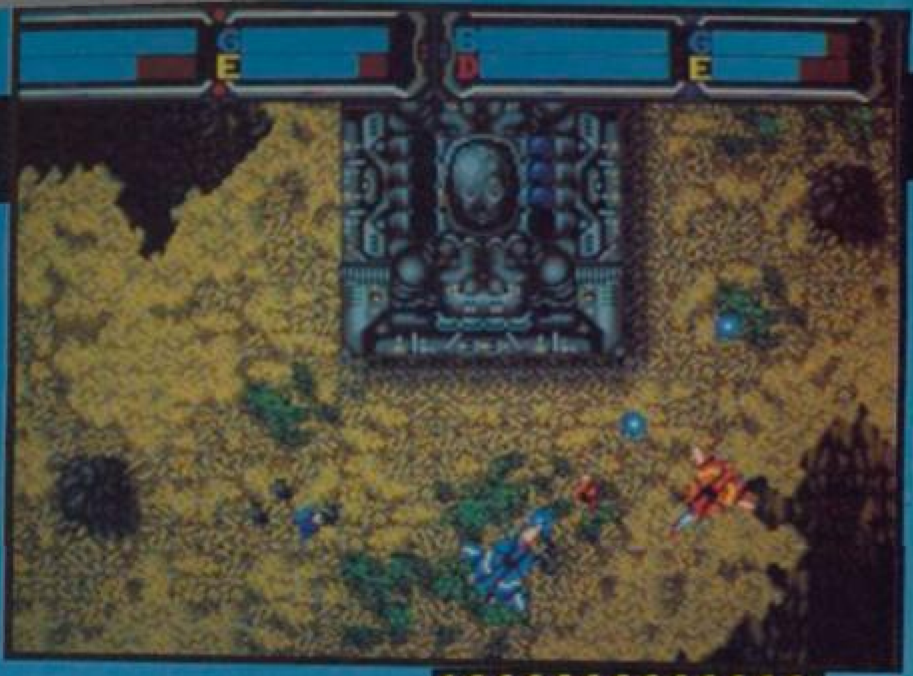


HERZOG ZWEI

BY TECNO SOFT

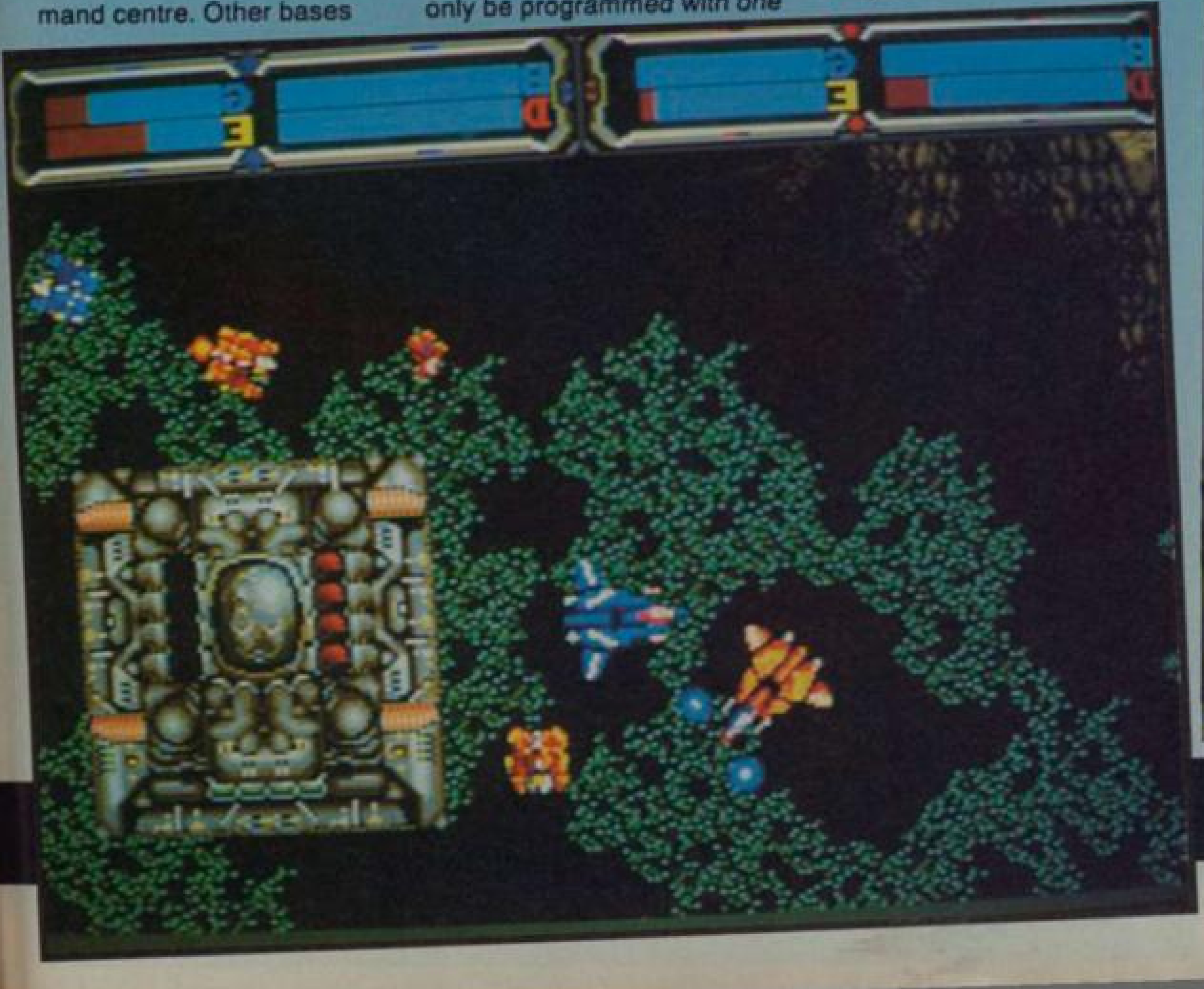
The Herzog, in case you didn't know (to be honest I didn't know till the Ed told me) was one of the Panzer range of tanks during World War Two. But Herzog Zwei isn't just a game about tanks It's actually a game of conquest played between two commanders in real time on one of eight variously tortuous terrains. Dotted around each landscape are eight or so bases and the objective is to capture all eight by building and deploying a robot army of soldiers, tanks and other vehicles. Each commander starts the game with one of the bases as his command centre. Other bases are empty, but the ones on the far side of the map belong to the enemy.

To capture a base a player has to get four of his infantry inside, but if an opposing soldier enters, it destroys one member of the occupying force. To prevent four opposing soldiers from getting in you need to build defending tanks and troops to destroy any enemy forces that come close.

Tanks and robots come in various forms, and can be programmed with a variety of orders, but building the more powerful machines takes longer and uses up more of your resources. Robots can only be programmed with *one* specific order, and that cannot be changed after construction has finished. So for example, it's no use dumping an attack robot outside the command centre and expecting it to defend it.

Each player controls his forces from an armed Transformer robot, which can change into a jet fighter for transporting troops and vehicles from base to base. A small fuel capacity limits its range but by using captured bases as refuelling stations, it can carry forces far enough to reach the enemy command centre and win the game.

▼ *A pitched battle*

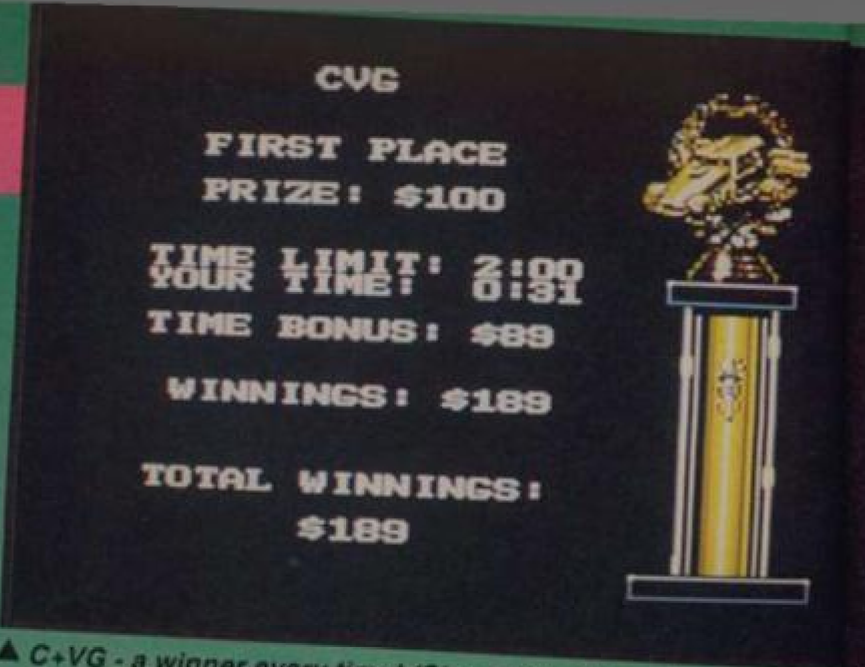


MEGADRIVE
£31.90

Console strategy games like this are as rare as one-legged fish, which is hardly surprising considering the trigger-pumping tastes of most console owners, but Herzog Zwei should hold the interest of all but the most mindless of blast-fans. What sets it apart from other strategy games is the fact that everything happens in real time. Both players are in action simultaneously and there are no pauses while decisions are taken so you have to think on the move, or die. The computer is a ruthless, unremitting opponent even on the lowest difficulty level, so you won't stand much of a chance until you've fully got to grips with the different control modes and the command icons (they're fairly easy to grasp, even without English instructions). With two players, Herzog Zwei is very playable, though, and it's good to see another game that helps establish the Megadrive as a "real" computer, not just a machine for immobilised arcade players.

PAUL GLANCEY

GRAPHICS	83%
SOUND	81%
VALUE	81%
PLAYABILITY	81%
OVERALL	82%



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RC GRAND PRIX

BY SEGA

RC Grand Prix isn't the usual racing game - it's based around those great off-road radio controlled buggies that go incredibly fast and go through batteries even faster!

At the start of the game, the number of players is selected (up to five can race), and then you're off. There are four cars in the race, three are computer controlled, and the other one is under control of the player. The idea is simply to drive your car around the narrow, twisting track (it can't leave the track, but slows down when it bumps into the sides), overtake the computer cars and come first - simple, eh?

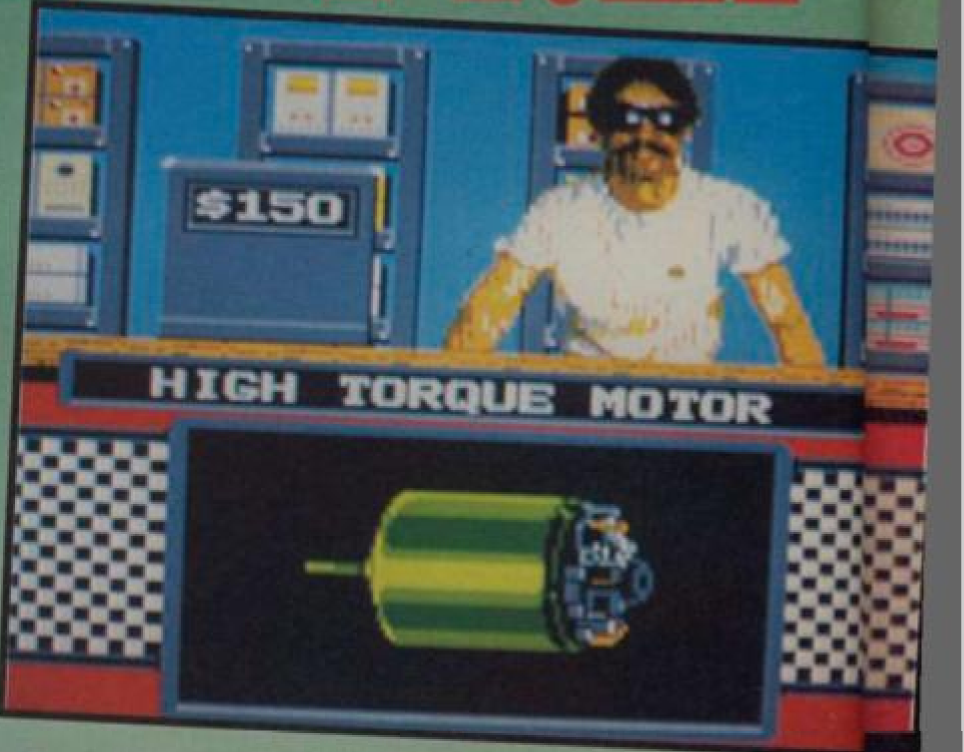
The winners are awarded prize money, which you can use to buy extra goodies for your car - and you certainly need to, as opponents get really tough later on.

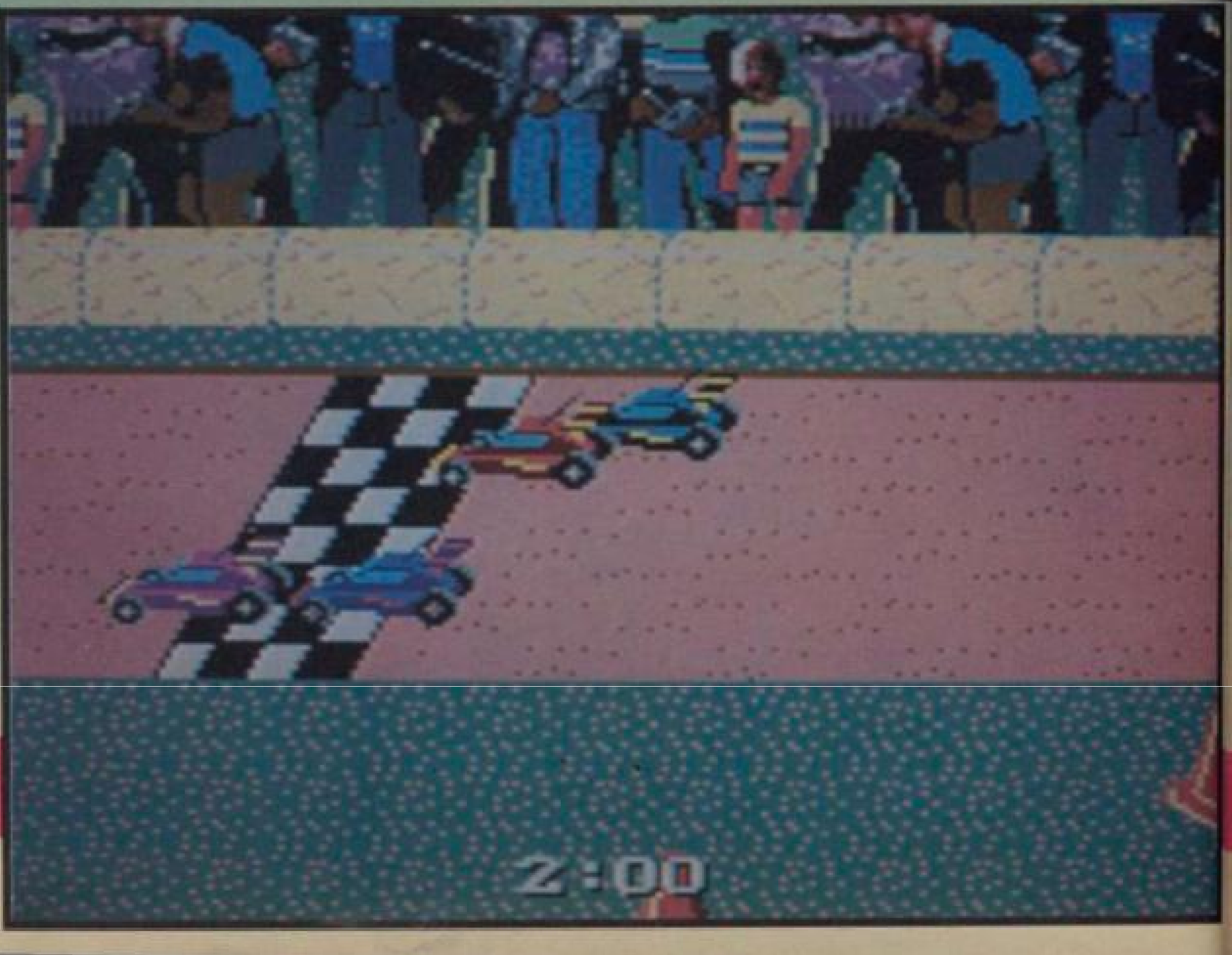
SEGA
£24.95

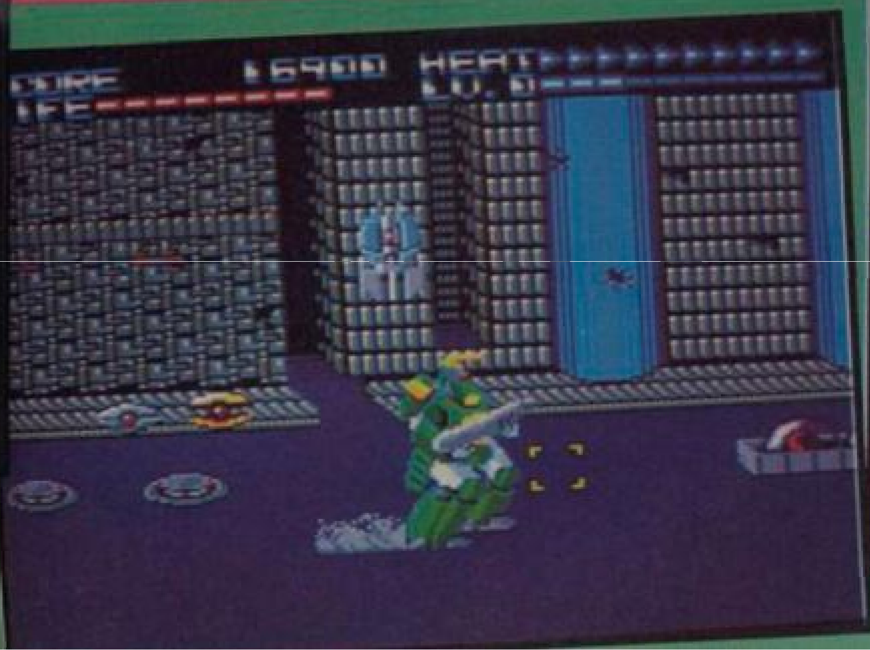
RC Grand Prix is a highly enjoyable game which offers all the fun of radio controlled racing without the expense of zillions of batteries. The car whizzes around the smooth-scrolling track, and overtaking the opposition while keeping it from bashing into the side requires good hand-to-eye co-ordination. The graphics and sound are great and the only problem I can see is that there's not much variety in the gameplay so, in one player mode at least, lasting appeal is limited. But if you're after an original multi-player race game that's fun rather than exhilarating, check this one out. You could be surprised!

JULIAN RIGNALL

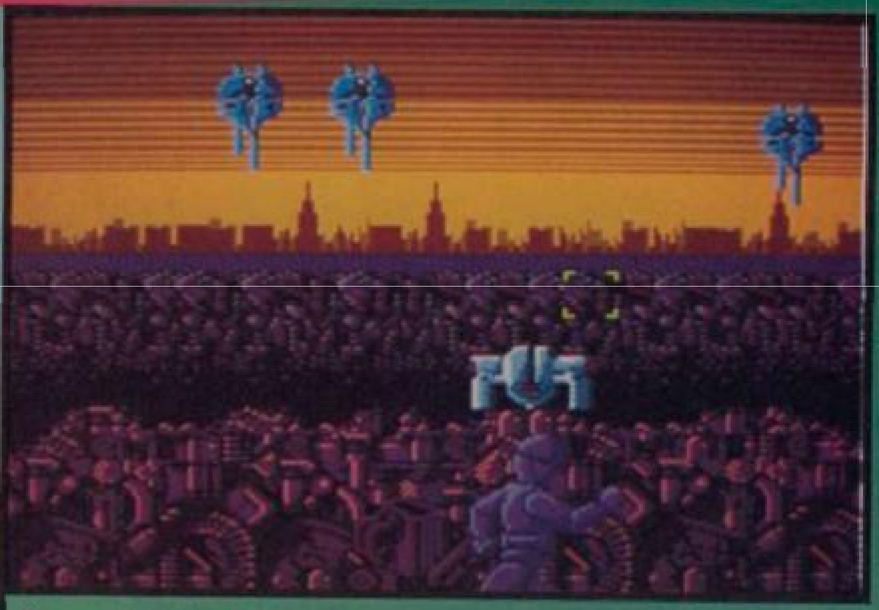
GRAPHICS	79%
SOUND	77%
VALUE	78%
PLAYABILITY	82%
OVERALL	79%







▲ Level two is no picnic...



▲ ...and neither is level one!

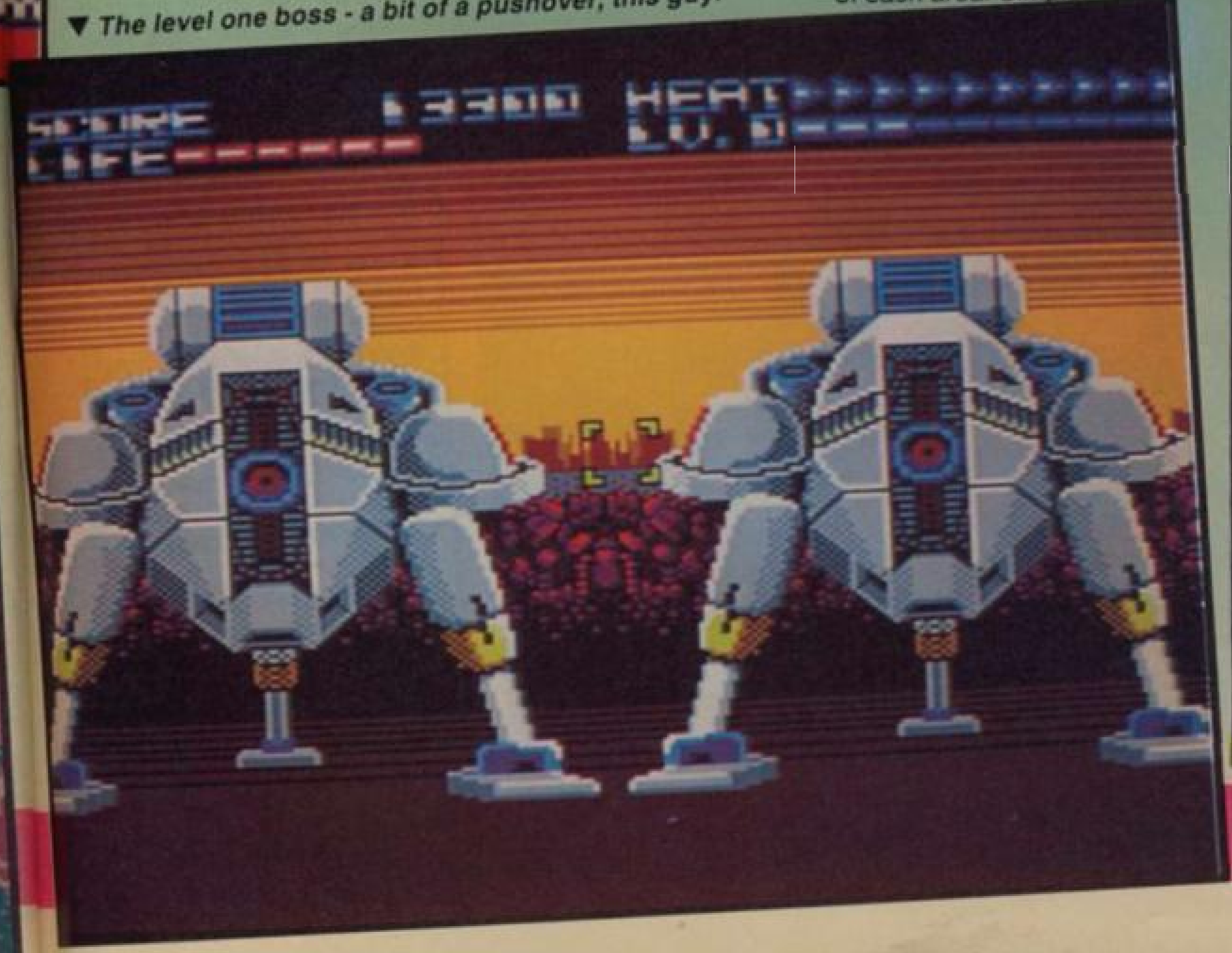
ASSAULT CITY

BY SEGA

There's a party going on in Assault City! But it's not the sort of get-together where everyone brings half a dozen bottles of Grolsch, drinks them all and falls over. No, this is the sort of do where everyone gets shot. Everyone except the robots, that is. They've taken over the city, and it's up to the player, as a crack commando of the future, to gatecrash on the droids and show them that humans aren't all into boring classical music - they much prefer blasting at walking tin cans!

Before the battle commences, the player first tests his skill on a firing range. There are two different targets - robotic or human - and, depending on the how many of each you hit, the computer will work out the difficulty setting of the main game, which is an Op Wolf-style horizontally scrolling out-and-out massacre! Shoot the attacking robots, picking up bonus items as you blast, and destroy the large mother-droid at the end of each area. Simple.

▼ The level one boss - a bit of a pushover, this guy.

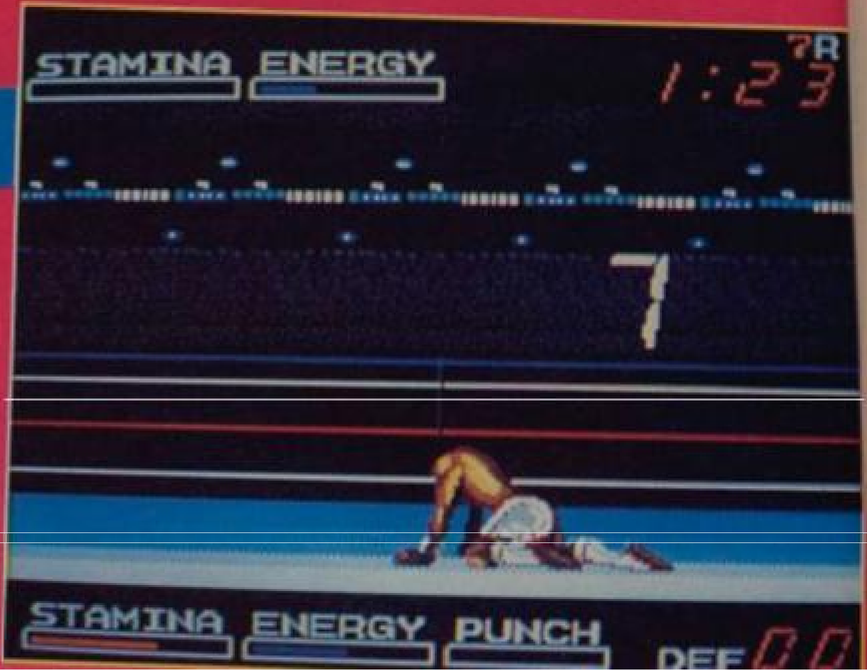


SEGA
£24.95

At first glance, Assault City looks, to be blunt, a bit naff. But play it for a while and you'll be able to overlook the average, garishly-coloured graphics and flat sound effects and get into what turns out to be a very tough, challenging and surprisingly addictive shoot 'em up. I liked the idea of having the target practice difficulty selector at the beginning - so much more enjoyable than picking a number from one to nine. The end of level baddies are a bit of a pushover but, having said that, you need to be a bit of a whizz just to reach the first guardian on the most difficult skill level. Admittedly, there are better shoot 'em ups on the Sega, but that's not to detract from the pleasure I had playing Assault City, a solid, honest-to-goodness killing spree in the true sense of the phrase.

PAUL RAND

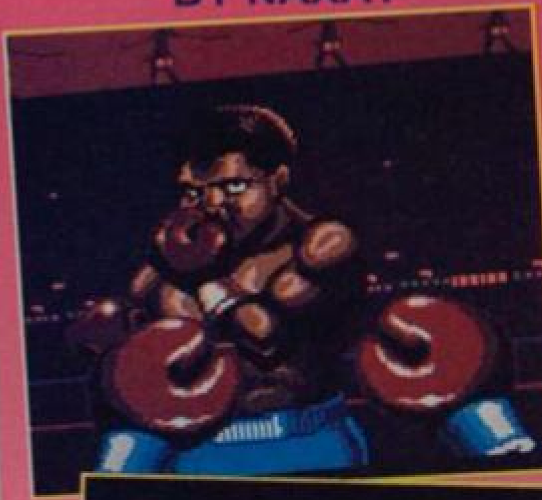
GRAPHICS	62%
SOUND	56%
VALUE	76%
PLAYABILITY	77%
OVERALL	75%



▲ *The champ's down and the ref's counting!*

DIGITAL CHAMP

BY NAXAT

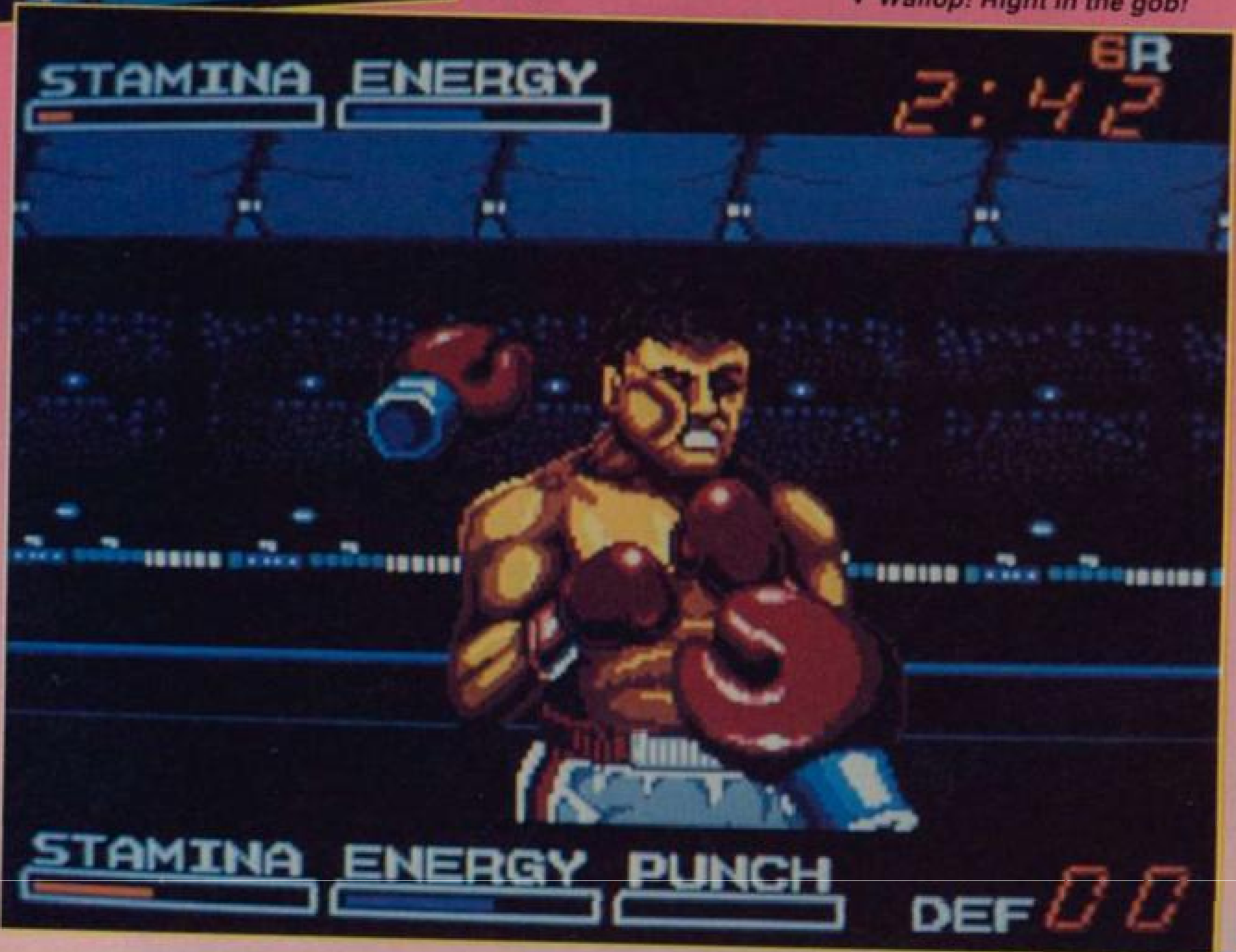


Naxat Soft (who produced the excellent Naxat Open golf game) are the company behind this simulation which puts you in the ring with such cosmopolitan as Signor Marciano from Italy, who hopes you have life insurance, Iranian "Mick" and Samson the Indian whose "piston punch makes a great sleeping pill".

You're literally given a behind-the-gloves view of the ring, a pair of disembodied fist sprites separating you from your weaving opponent. Above and below are stamina and energy gauges for both boxers, and you also get a punch power meter.

As well as being able to block blows with his gloves your boxer can perform jabs and hooks to head and body, but there are no uppercuts. Instead, holding down a joypad button winds up a more powerful punch which demolishes the other guy's stamina if it connects.

▼ *Wallop! Right in the gob!*



PC ENGINE
£29.90

Computer boxing games have never been much to write home about and the only ones I ever enjoyed were the ones which injected some humour into the subject by using big, cartoony boxer sprites with their own characteristic fighting style. Digital Champ has the big sprites, and vary nicely designed they are too, but the boxers only really differ in their punch strengths and none seem to have any interesting style to distinguish them. They just bob and weave about the ring unpredictably so the only way to be sure of smacking an opponent is to power-up a punch or jab rapidly until he wanders into range. Of course, this soon becomes tedious, and because there isn't even an urge to see the next fighter I quickly grew bored of the whole thing. Ardent fans of the sport may glean some enjoyment from Digital Champ, but I would wait and see if the forthcoming Bull Fight is any better before parting with my money.

PAUL GLANCEY

GRAPHICS	75%
SOUND	72%
VALUE	67%
PLAYABILITY	65%
OVERALL	65%

★★★SHEKHANA COMPUTERS★★★

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DYNASTY WARS

US GOLD

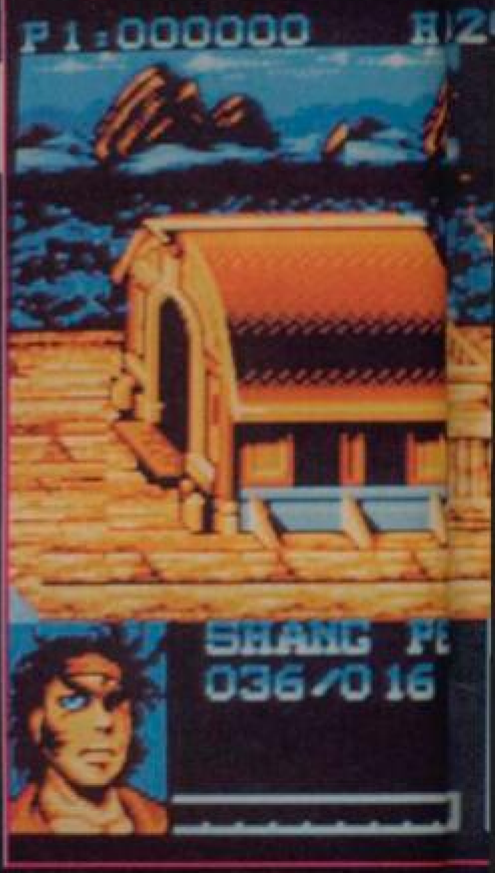
Coming soon to a computer near you is US Gold's conversion of Capcom's brilliant hack 'n' slash arcade game, Dynasty Wars.

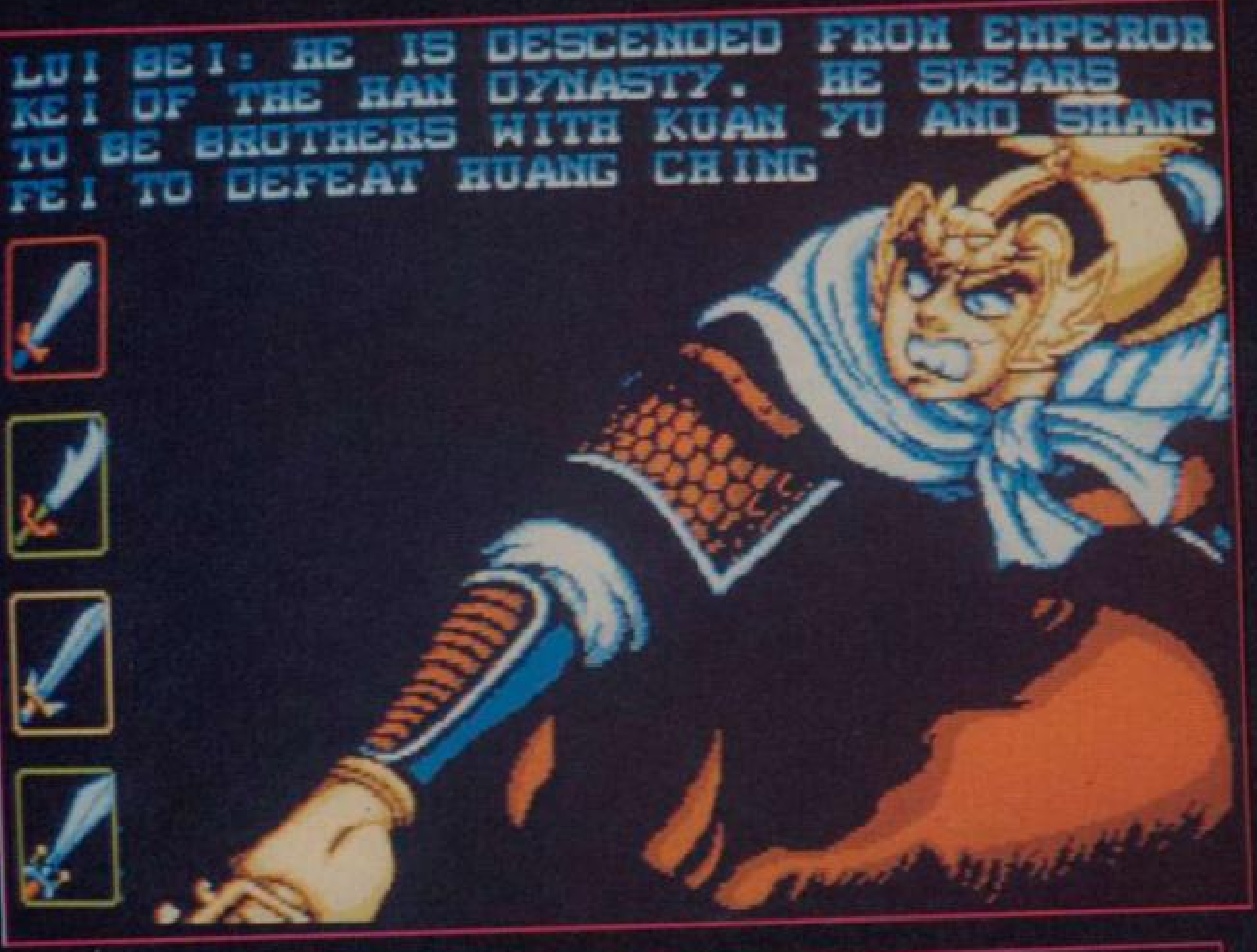
Set in the ancient Orient, Dynasty Wars lets you choose one of three characters who are on a mission to drive back a huge enemy army which has invaded their territory. Rather than walk into battle on foot, the heroes of this game sit atop horses, and ride into the fray, slicing and dicing the enemy foot soldiers which try their utmost to topple them from their mounts.

As the heroes ride further across the horizontally scrolling landscape, the enemy become more numerous, and start to use ancient weapons like catapults, which throw fiery bombs! It certainly gets tough!

As you can see from the screenshots here, Dynasty Wars is looking very promising indeed - those static screens are brilliant! Watch out for a full review next month.

RELEASE: C64, SPEC, AMS, ST, AMIGA, APRIL
PRICE: C64, SPEC, AMS £10.99, ST £19.99, AMIGA £24.99




LUI BEI: HE IS DESCENDED FROM EMPEROR
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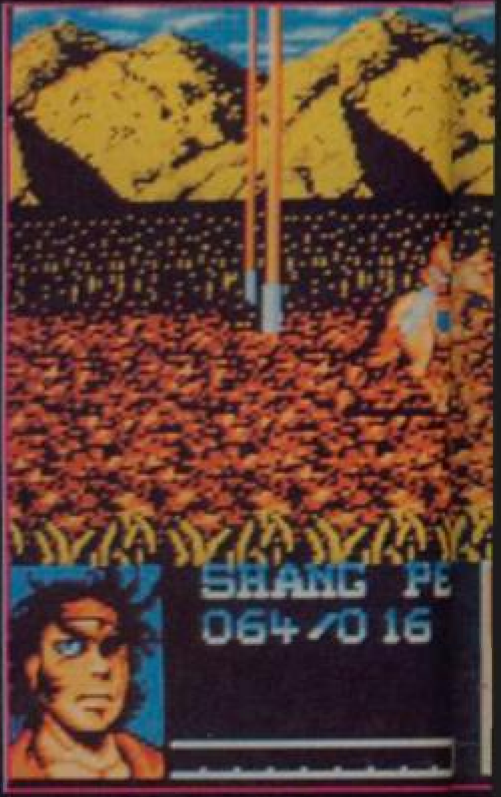

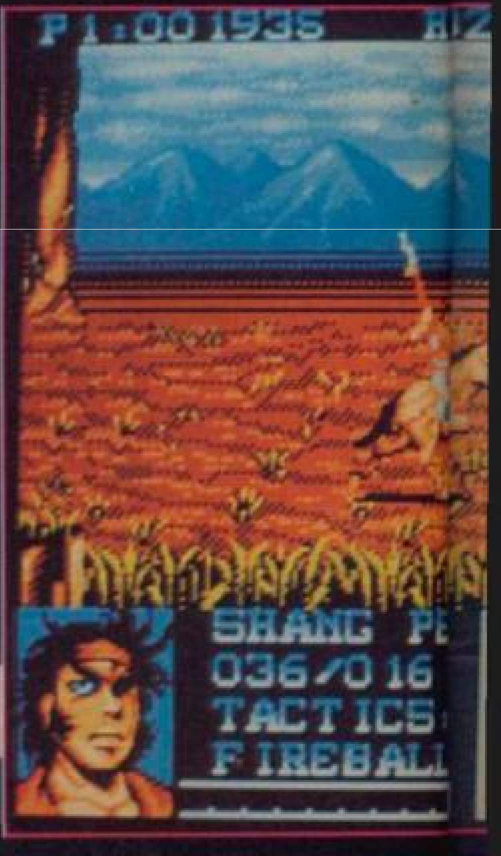

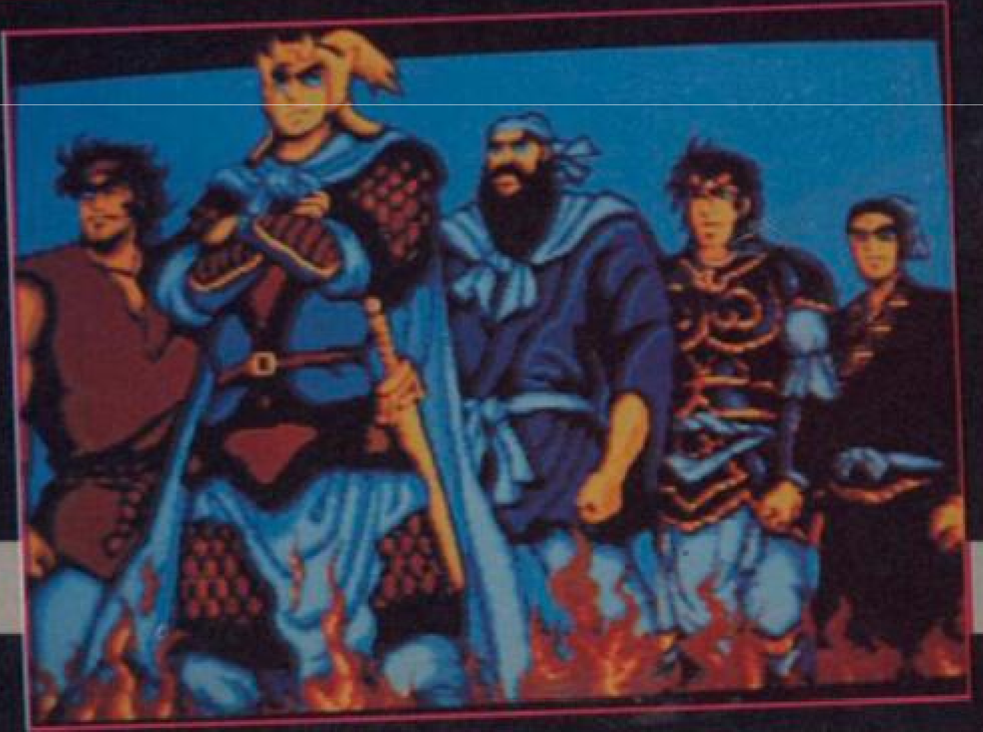

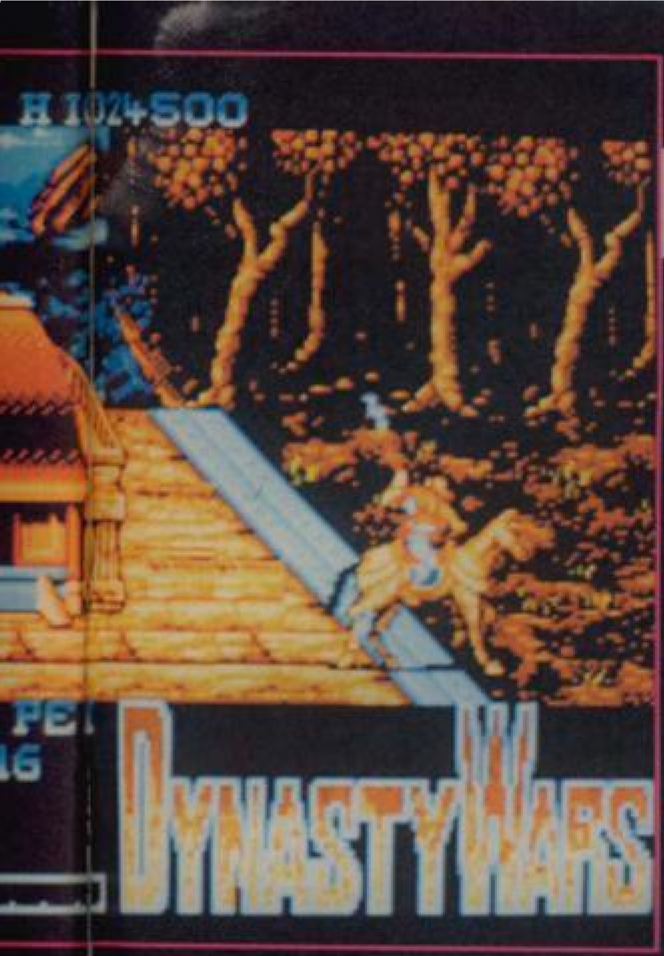
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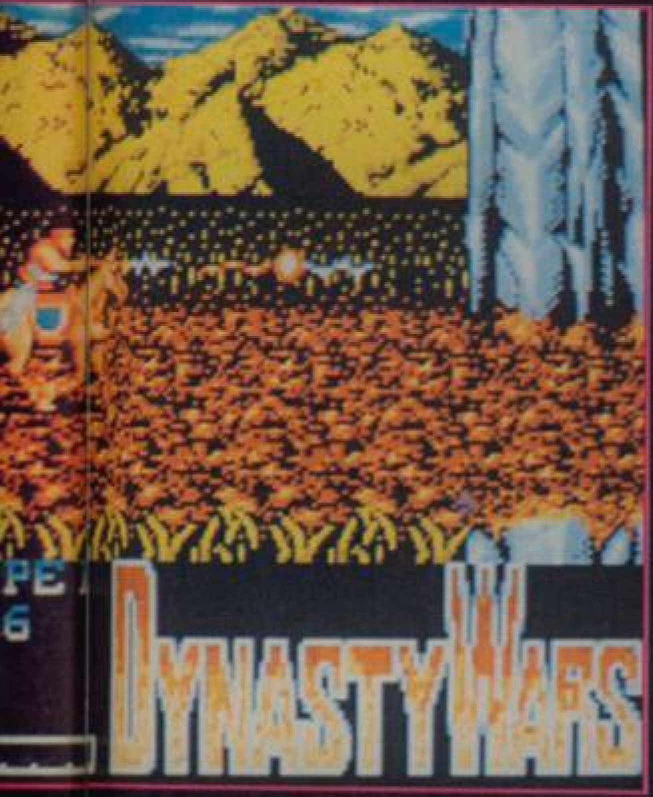
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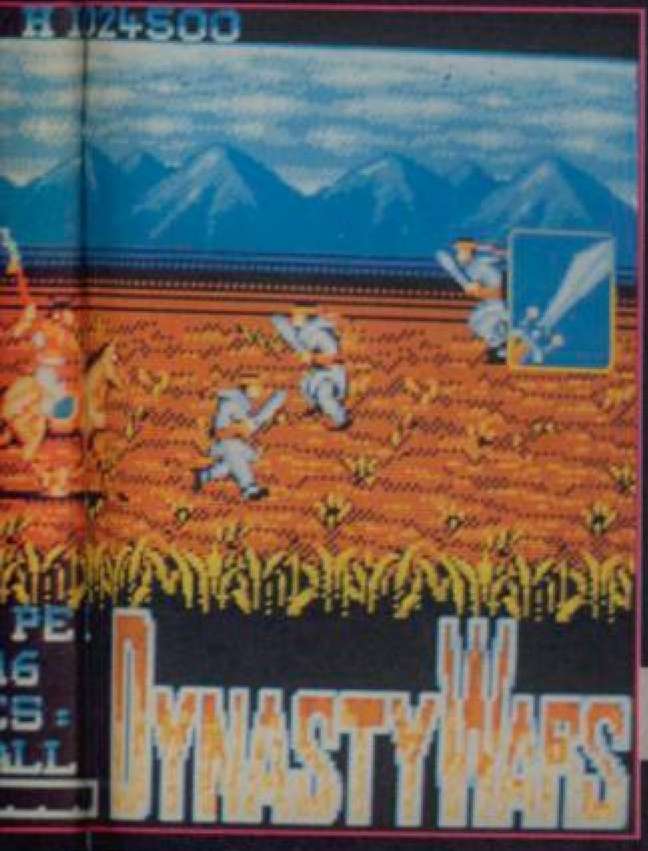
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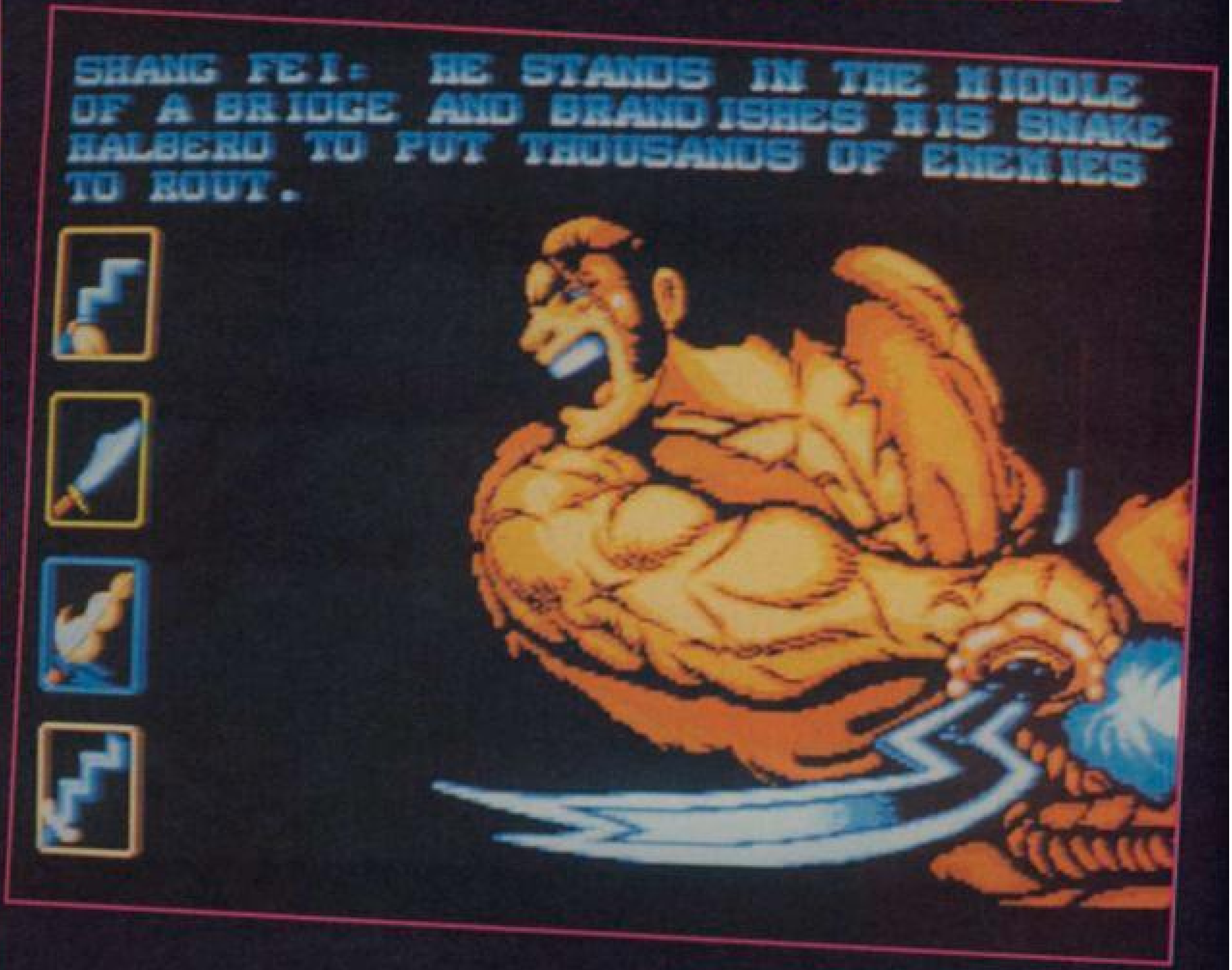
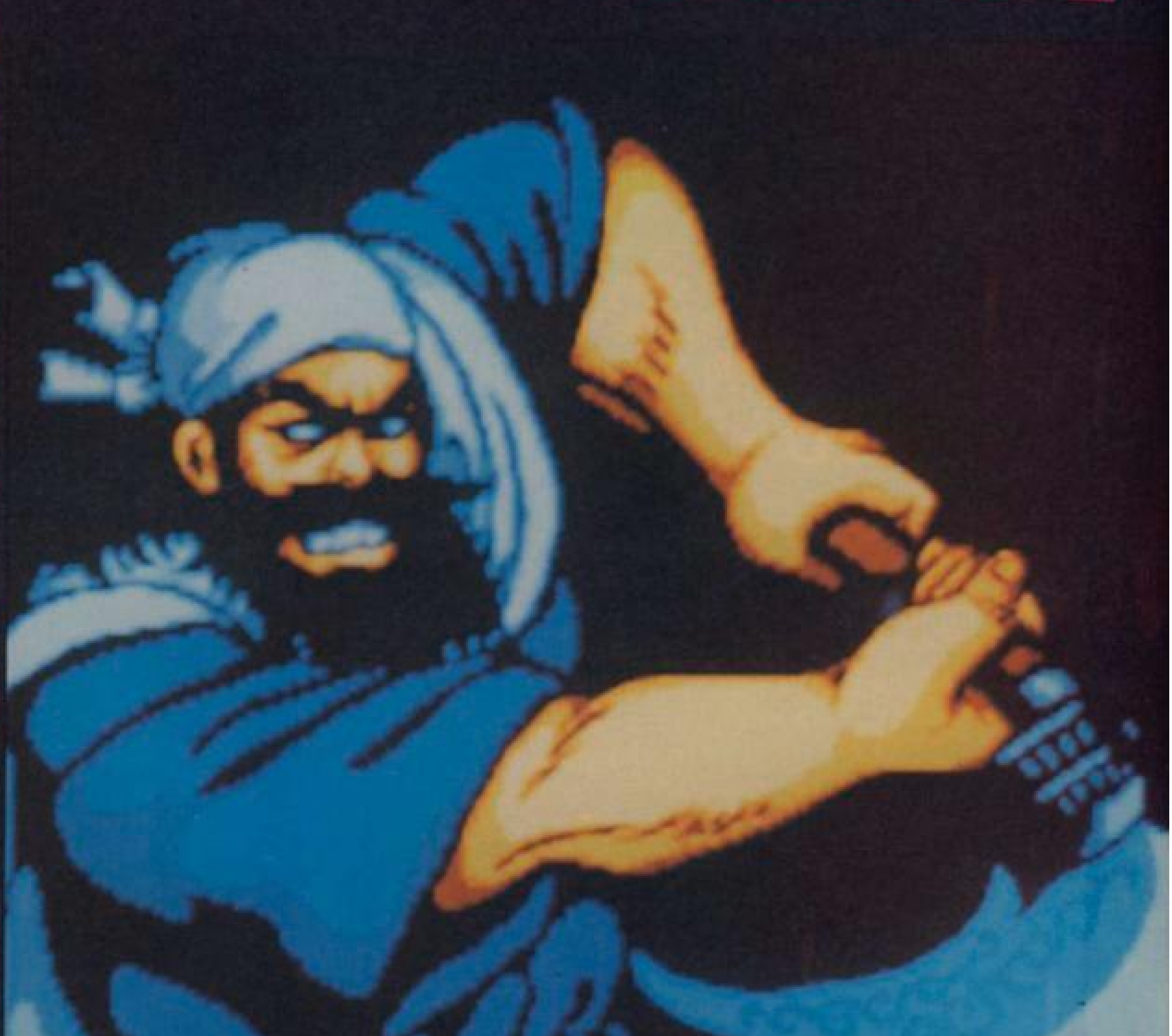

SHANG FEI: HE STANDS IN THE MIDDLE OF A BRIDGE AND BRANDISHES HIS SNAKE HALBERD TO PUT THOUSANDS OF ENEMIES TO ROUT.

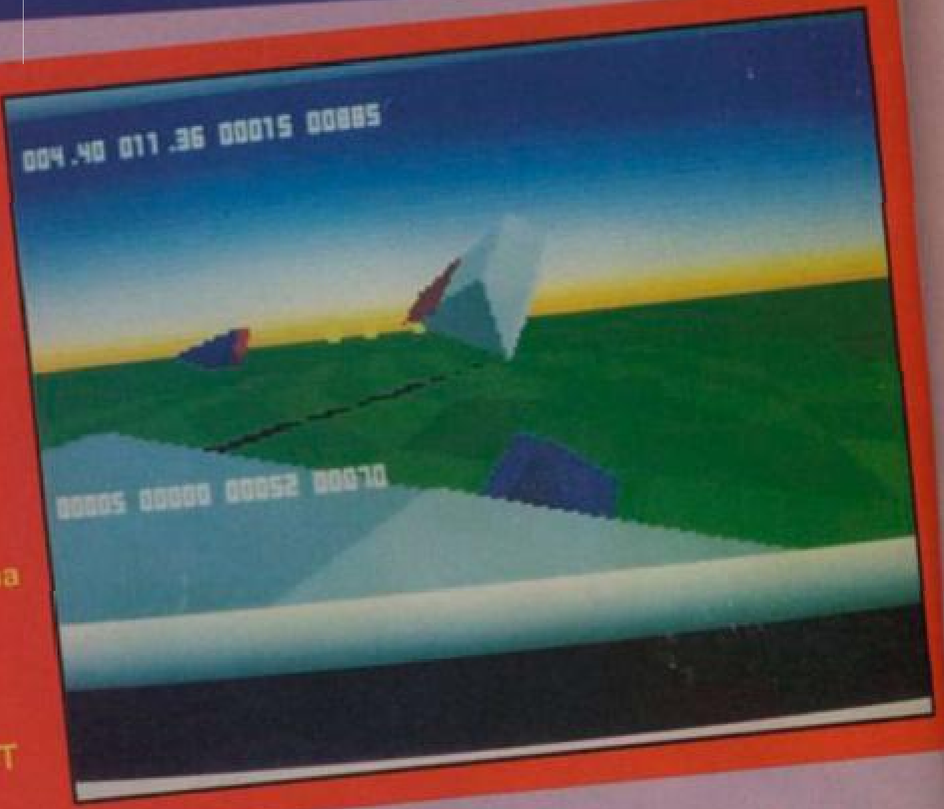


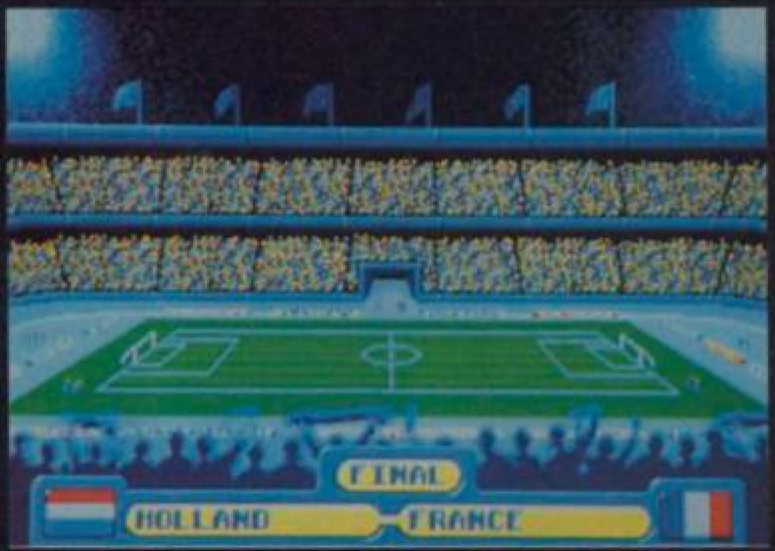
THUNDER STRIKE

LOGOTRON

This sexy little Logotron number is one of that rare breed (IRONY WARNING), a 16 bit 3D shoot 'em up. Yes indeed, it's polygons ahoy! as our hero takes to the air in his hypersonic death-ship and zips over hill and dale with kill cannons blazing. The game is being coded by the ex-Teque programmers who were responsible for the 16 bit Blasteroids, Continental Circus and Chase HQ conversions and after seeing a gob-smacking demo of PC Thunderstrike, we're of the opinion that they're making a flaming good job of it. Visually it's stunning, and there's plenty of blasting to keep the old adrenal glands throbbing so start saving those pennies now, 'cos it's gonna be big!

RELEASE: PC ST AMIGA, SUMMER
PRICE: PC £29.99, ST AMIGA £24.99





WORLD SOCCER

MICROSTYLE

Only a working title at the moment (Microprose are busy trying to find a footballing moniker that hasn't already been snapped up by someone else) but who cares about names when you see a 3D football game that looks as Micro-stylish (ho ho) as this? Considering the complexity of the graphics, the action in the demo was surprisingly speedy and Microprose promise that the players will be even nippier in the finished product. Another exciting prospect is that the computer controlled players will incorporate artificial intelligence, giving yourself and your opponents the opportunity to use some of the devilish tactics which you see on The Match every Sunday. As soon as we get the game, we'll tell you if all Microprose's hopes are achieved.

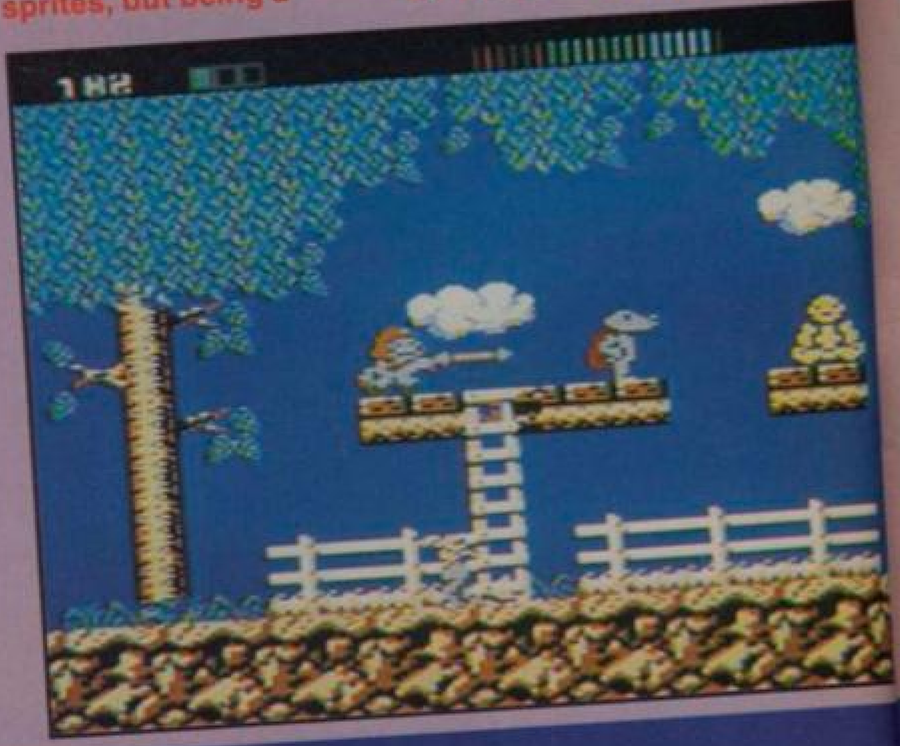
RELEASE: ST AMIGA PC C64, LATE SPRING
PRICE: TBA

IMPOSSAMOLE

GREMLIN

Monty Mole is back! Gremlin's original bouncy insectivore has been transformed into Supermole, and he's off on another round-the-world platforming caper, this time on a hunt for five magic artefacts. Naturally they're guarded by the usual armies of bug-eyed sprites, but being a superhero, Monty can kick, bomb or even laser them off the face of the planet. Core (of Rick Dangerous fame) are doing the programming and what we've seen of the game so far looks well up to scratch. Reviews coming to this theatre, er, magazine... soon.

RELEASE: SPECTRUM AMSTRAD C64 ST AMIGA, MID APRIL
PRICE: SPECTRUM AMSTRAD C64 £9.99, ST AMIGA £19.99

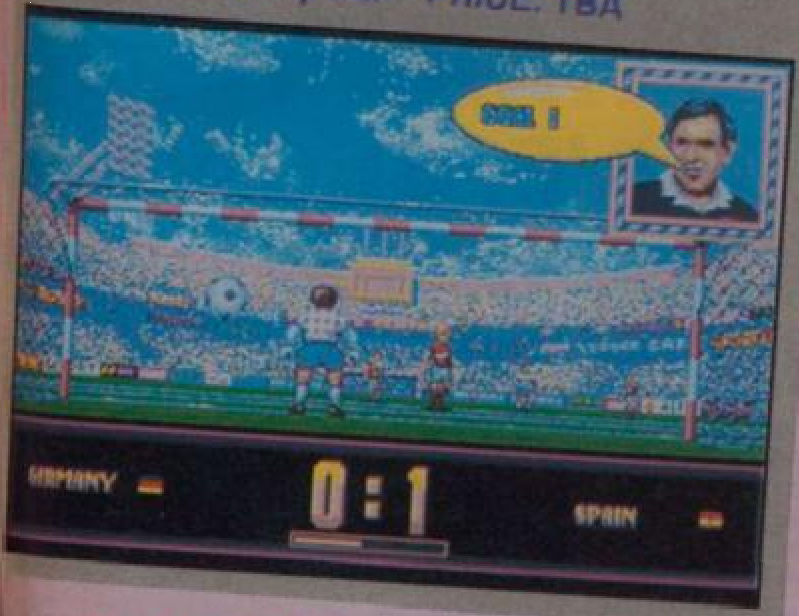


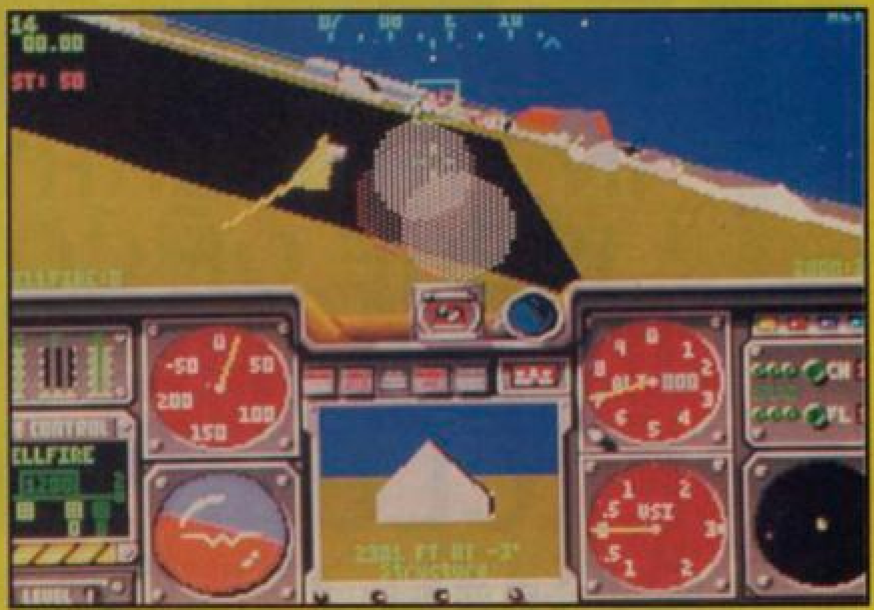
WORLD CUP SOCCER '90

VIRGIN

We're all a bit annoyed down here, because we've just found out that we'll be losing our Bulldog Bertie mascot for this year's World Cup in Italy, and it's being replaced by some naff logo of a bloke kicking a ball. Luckily we're getting an absolute stack of footy games to coincide with the four-yearly tournament, and World Cup Soccer '90 is just one of them. Licensed from the Temco coin-op, World Cup Soccer '90 is being converted by Hungarian development house Andromeda, and will include such spiffing features as close up views of goalmouth action and subs which come on when an injured player is stretchered off the pitch, as well as the usual free kicks, corner kicks, throw-ins and other luvverly footy fingz.

RELEASE: ST AMIGA PC C64 SPECTRUM AMSTRAD
PRICE: TBA





LHX ATTACK CHOPPER

ELECTRONIC ARTS

EA venture into Microprose territory with LHX their new flight simulation based around the highly classified and as yet unlaunched helicopter of the same name. We're not quite sure how the programmers came by the info to produce the game, but what we do know is that LHX - The Game will feature twenty missions for the player to tackle across three different countries and against various armed defenses including tanks and enemy aircraft. Polygons have been used to make LHX Attack Chopper as realistic as possible, and it's even got twelve different viewpoints, one of them being a view of your missile as it sidewinds its way towards its intended target. We're hoping to get our hands on the game by next month, when we'll see exactly why this flying fortress is being kept so close to the designers' chests.

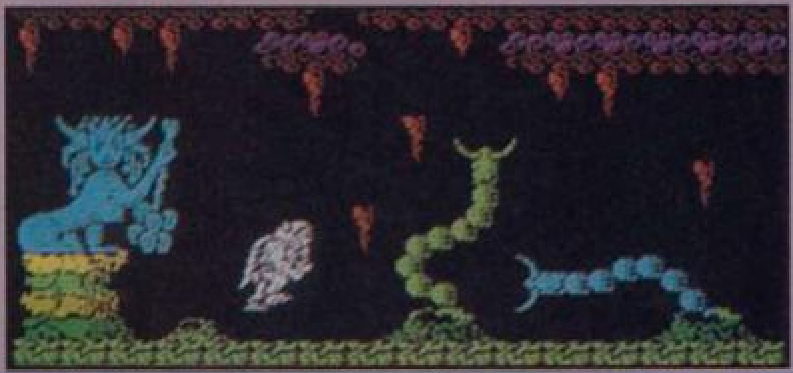
RELEASE: PC, MARCH
PRICE: £39.99

STORMLORD II - DELIVERANCE

HEWSON

The follow-up to the rather good Stormlord is wending its way toward the software shelves, courtesy of Hewson and programmers, Rafaelle Cecco and Nick Jones. The setting is the dark and forbidding recesses of Hell itself, where Stormlord must go and retrieve more fairies from the clutches of the wicked Black Queen. Once all the fairies are rescued, make your way to Heaven and turn them over to Saint Peter, who'll make them a nice cup of tea, a few cucumber sandwiches and tuck them up in bed. Out to stop you are vicious cupids who fire arrows at you, bouncing eggs, trolls, zombies and other such denizens of the underworld. Graphics look well-mean (baby), and there's some newer versions of the quite risque statues which raised a few eyebrows in the first game. If it's as good as Stormlord, Deliverance should be a corker, so watch out for it.

RELEASE: SPECTRUM C64 AMSTRAD, APRIL
PRICE: TBA



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Sega also announce that 'grey' imported Mega Drives will be incompatible with the software which will be marketed in Europe when the official Mega Drive is launched later this year, and that owners of the 'grey' imports will not therefore be able to run this software.

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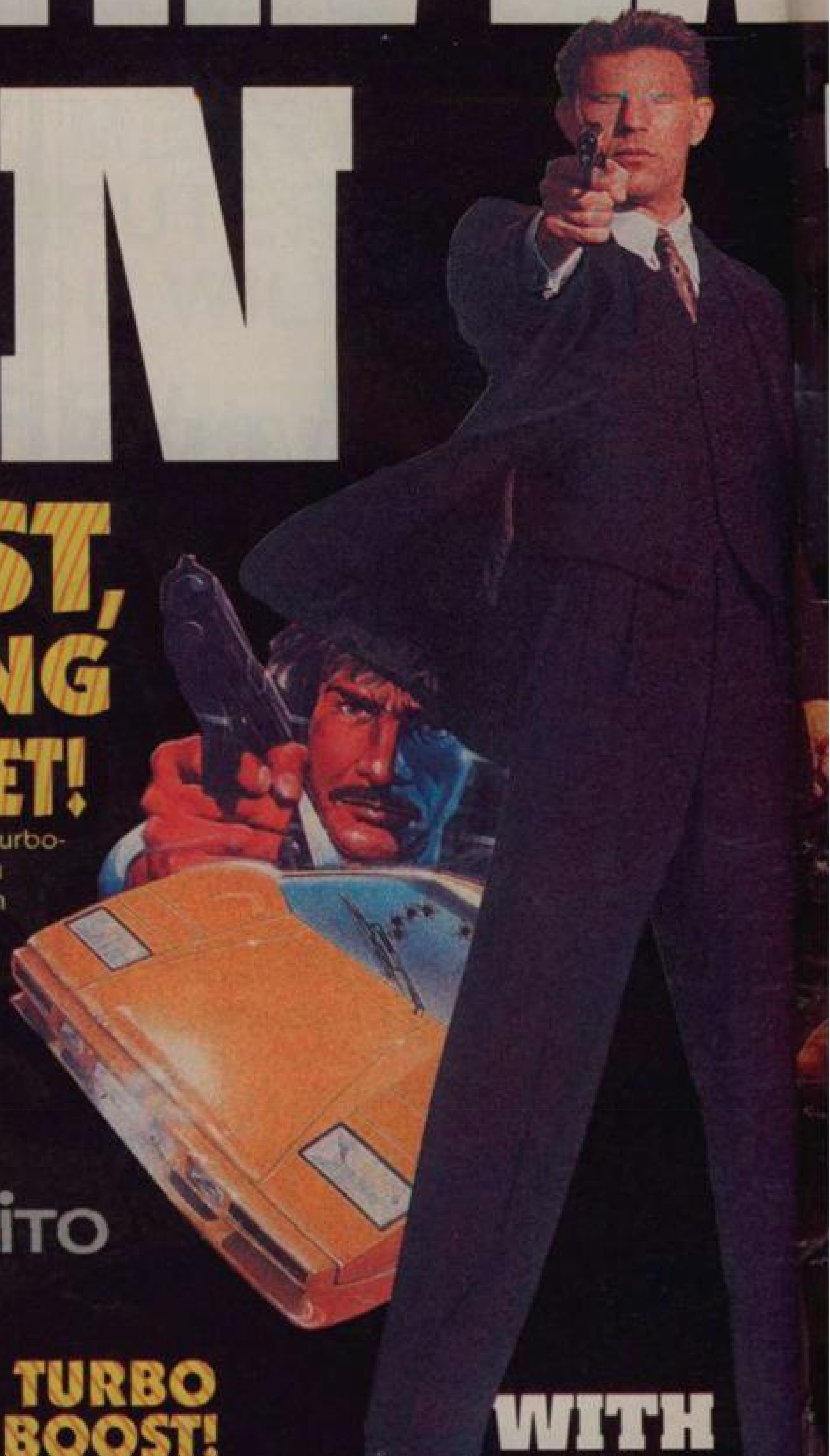
THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!

VOTED
ARCADE GAME OF THE YEAR

Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

CHASE H.Q.
A Crash Smash



TAITO

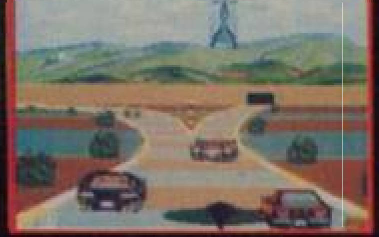
TURBO BOOST!

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

BARRELLING THROUGH THE CITY STREETS, along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide…

WITH THE MATCHLESS VIGILANTES

HIGH SCORE 3907379
SCORE 1953767
TIME 21
DISTANCE
SPEED 107km



ION INITIATED!
RESCUE ALL HOSTAGES
LIFE
LIFE

ALL AVAILABLE FOR ATARI ST · AMIGA

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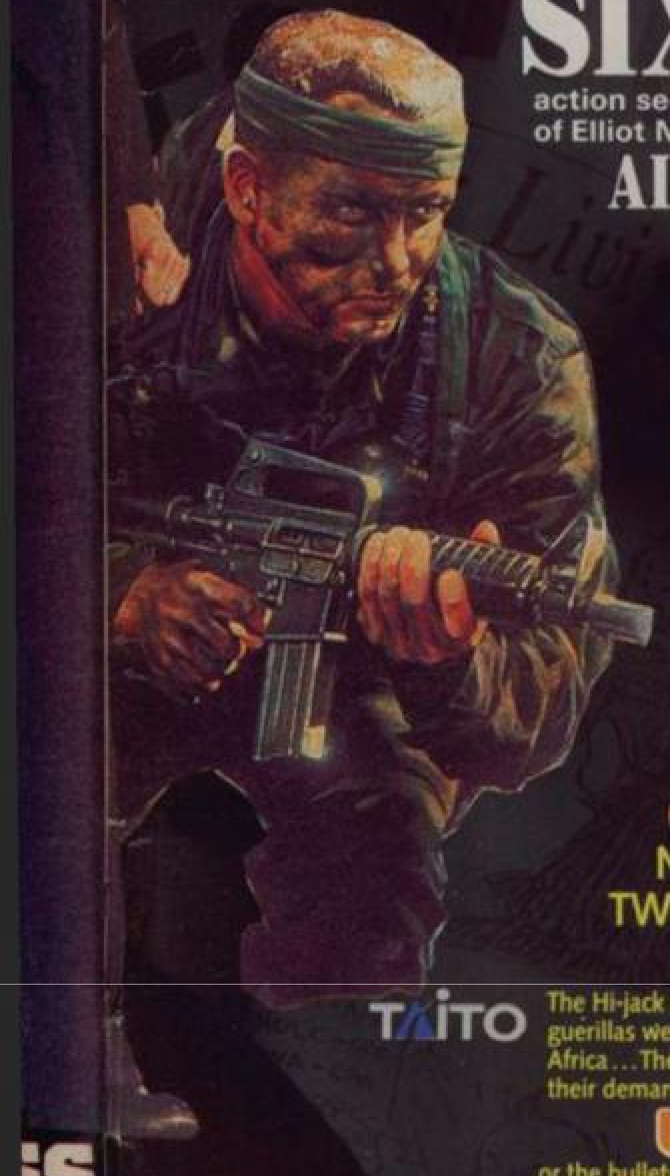
W INTO YOUR HANDS



SIX INSPIRED

action sequences put you in control of Elliot Ness's elite squad of crime-busters.

ALLEYWAY SHOOTOUTS, THE BORDER RAID,

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

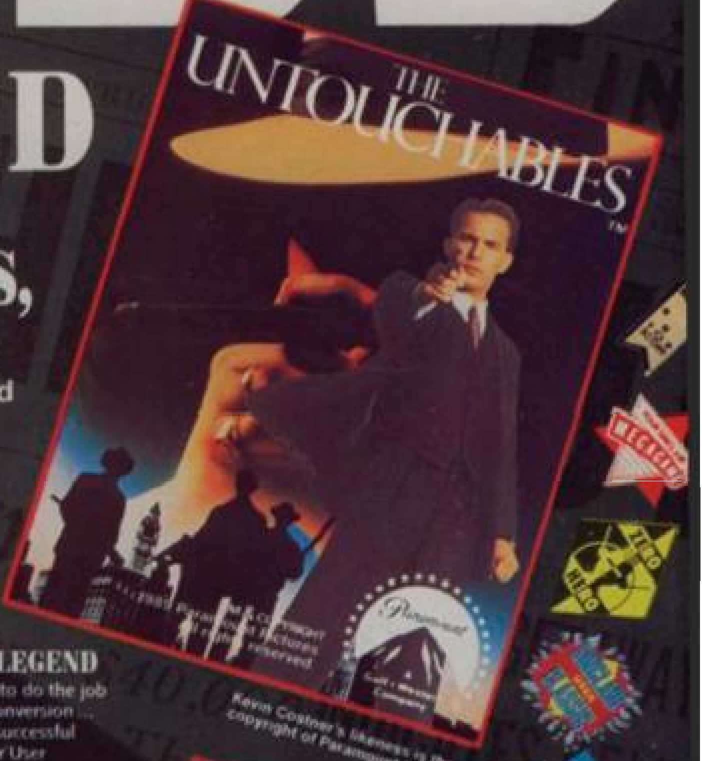
ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

THE UNTOUCHABLES – LIVE AN AMERICAN LEGEND

"an absolute corker of a game ... as smooth and polished as you can get. animation is top notch ... a brilliant film conversion" Games Machine

"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User



Kevin Costner's likeness is the copyright of Paramount Pictures.

BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No. 1 HIT... OPERATION WOLF...

NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE

ROY ADAM IS BACK!

TAITO

The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa... The plane lands in hostile territory and the terrorists begin their demands...

USE THE LASERSIGHT

or the bulletproof vest, but watch out for

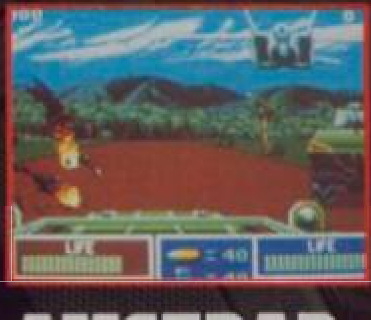
AIR-TO-GROUND MISSILES

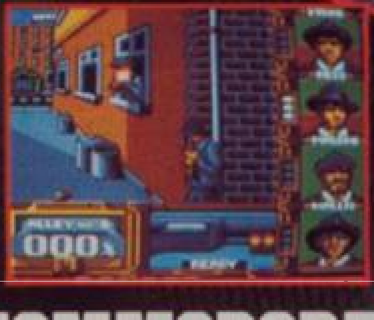
Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.

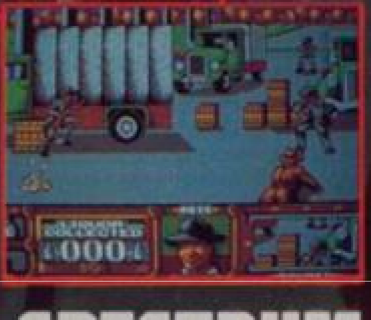
OPERATION THUNDERBOLT

SS

ES FROM...







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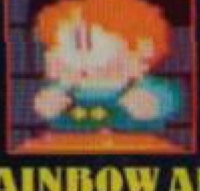
TAITO'S ISLAND-HOP COIN-OP



SLIP ON YOU
MAGIC
SHOES,
PRACTISE
THROWING A
RAINBOW AND HEAD FOR

DOH'S ISLAND

ATTACK DOH AS HE
HIMSELF SPRAYS YOU WITH
AN ONSLAUGHT OF BULLETS
YOU'D BETTER BE QUICK... THE

WATER'S RISING!

THERE MAY ONLY
BE ONE WAY TO
DEFEAT THE VICIOUS
CREATURES ON

INSECT ISLAND

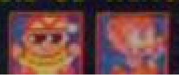
... FIND THE CUP OF
DESTRUCTION... YOU'LL
HAVE TO BE PRETTY
SLICK WITH YOUR
RAINBOWS SO AS TO
OVERCOME THE BEES,
LADYBIRDS, SPIDERS,
CATERPILLARS AND
YIKES!!... THE BEEHIVE!!

OH NO!

NOW I WISH I'D STAYED
WITH THE BEES! THEY'RE
JUST BUZZING BABES
COMPARED TO THESE TANKS,
PLANES AND 'COPTERS ON

COMBAT ISLAND.

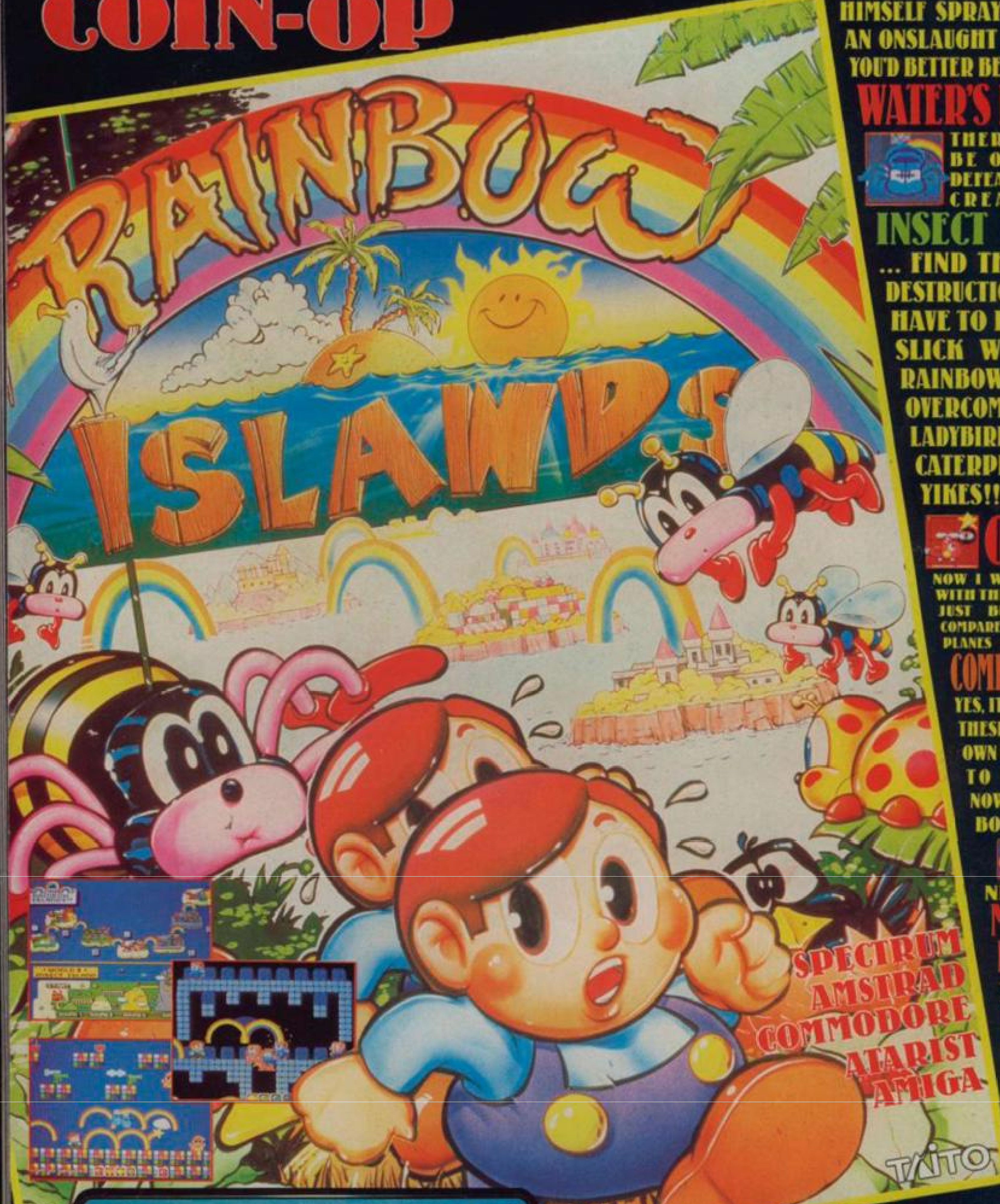
YES, IT'S TIME TO BEAT
THESE GUYS AT THEIR
OWN GAME AND TAKE
TO THE AIR...
NOW WHERE'S MY
BOX OF WINGS?



NEXT STOP –

MONSTER ISLAND

– WELL YOU CAN JUST FIND
OUT FOR YOURSELVES –
WHEN GHOSTS, TROLLS,
SKELETONS AND
VAMPIRES INVITE YOU
TO SUPPER... IT'S TIME
TO HIT THE YELLOW
BRICK ROAD!



ocean

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THE VERY BEST IN ORIGINAL GAME PLAY FEATURING ALL 7 ISLANDS, FAITHFULLY REPRODUCING THE FUN AND EXCITEMENT OF THE ARCADE HIT.